AERO ELITE™

COMBAT ACADEMY

EVERYONE

CONTENT RATED BY ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

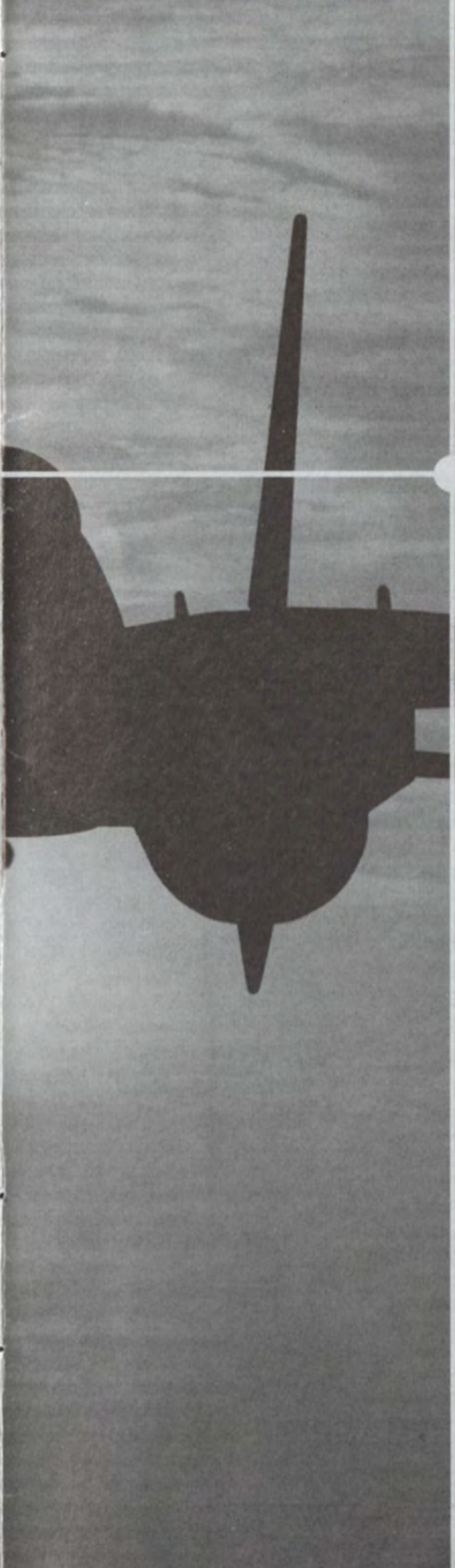
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing AERO ELITE™. Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing AERO ELITE™. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.

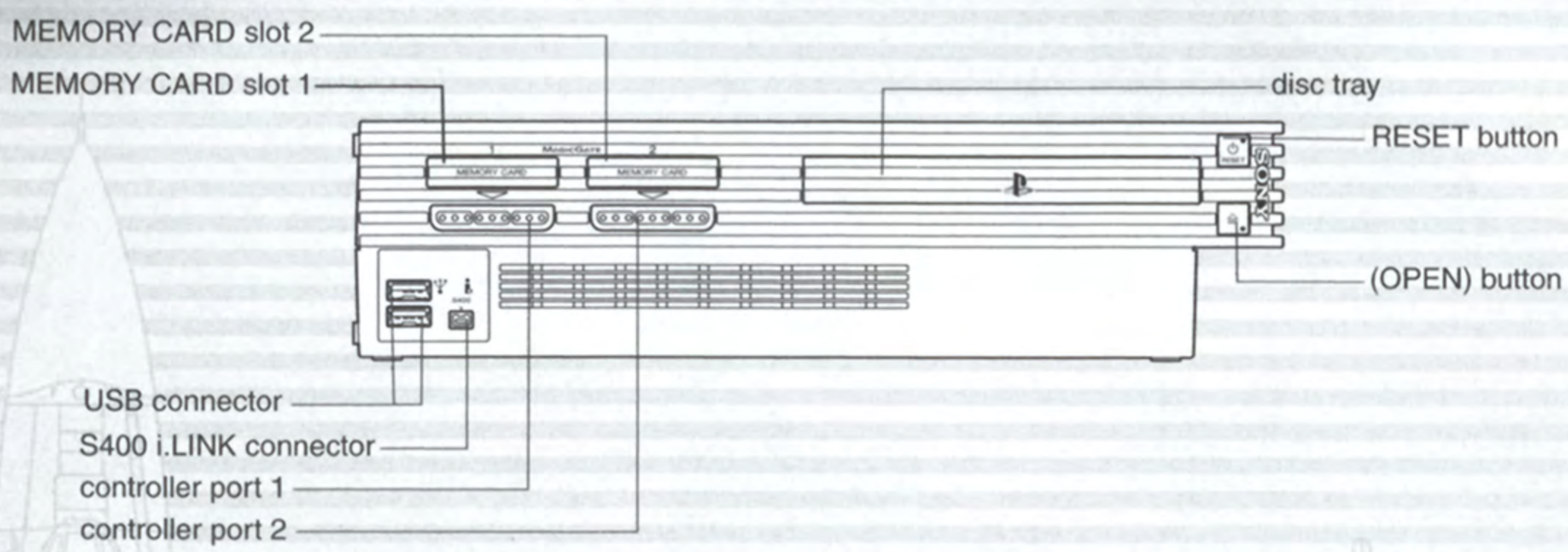


AERO ELITE™
COMBAT ACADEMY

CONTENTS

GETTING STARTED 2
CONTROLLER 3
GAME START 5
MAIN MENU 7
HEADS UP DISPLAY 8
BASIC OPERATION 13
SCRAMBLE 19
ARCADE MODE 22
TRAINING 23
AERO MEET 2002 27
FREE FLIGHT 29
VS BATTLE 32
SUB MENU 34
FAQ 41
APPENDIX 43

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the AERO ELITE™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

AERO ELITE™ supports MEMORY CARD slots 1 and 2. Refer to p.6 in this manual for details on loading and saving games. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching on the console may cause data to be overwritten or lost. At least 81KB or more of free space is required to save game data in this game.

CONTROLLER

This game can be played by 1 or 2 players using the DUALSHOCK®2 analog controller. In 2 player VS BATTLE mode, connect the controller to controller port 1 first. The key assignments for the DUALSHOCK®2 analog controller can be configured from **OPTIONS:KEY CONFIG** (see p.38). All explanations assume default configuration.

DUALSHOCK®2 Analog Controller Configurations

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Menu Controls

Directional buttons	: Select menu item
◎ button	: Enter Selection
⊗ button	: Enter Selection
△ button	: Cancel
□ button	: Skip
START	: Start/Enter Selection
SELECT	: Not used

Flight Controls

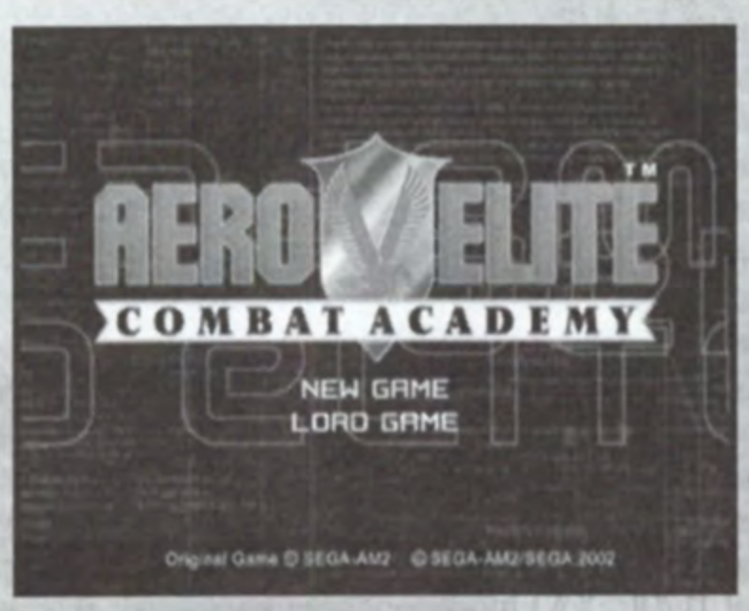
Directional buttons	↑	: Airbrakes
	↓	: Landing Gear
	←	: Landing Gear Brake
○ button		: Throttle Up
× button		: Throttle Down
△ button		: Fire Weapon/Take Photograph/Fuel Dump
□ button		: Pilot View/Select Target
L1 button		: Rudder Left
R1 button		: Rudder Right
L2 button		: Select Weapon
R2 button		: Issue Command to Wingman
Left analog stick	↑	: Lower nose (descend)
	↓	: Raise nose (climb)
	←→	: Left/Right Roll
Right analog stick		: Adjust View
START button		: Pause Menu
SELECT button		: Switch View

- When difficulty is set to STANDARD, Weapon Select and Landing Gear Brake functions are performed automatically. Control settings can be customized in OPTIONS:KEY CONFIG (see p.38).
- Pressing Throttle Up after engine output has been set at maximum will engage the afterburners.
- When the MAIN POWER is switched on, the controllers will be calibrated automatically. Avoid pressing keys or moving the sticks at this stage to prevent malfunction.
- 2 player games will require a second controller (sold separately).
- This game does not support controllers other than the DUALSHOCK®2 analog controller.
- This game supports the vibration function present on the DUALSHOCK®2 analog controller. This can be set ON/OFF in OPTIONS (see p.36).

GAME START

When Playing for the First Time

1. From the Title Screen press the START button to show the Game Select Menu. The first time you play you will need to select NEW GAME.
2. Select the Difficulty level.
3. Enter your call sign (name).
4. Select OK from the Call Sign Confirmation Screen, and the MAIN MENU will be displayed.



Difficulty Settings

There are two difficulty levels you can select when you begin this game. Each difficulty level is comprised of a number of settings that can later be customized in **OPTIONS** (see p.36). The difficulty levels are as follows.

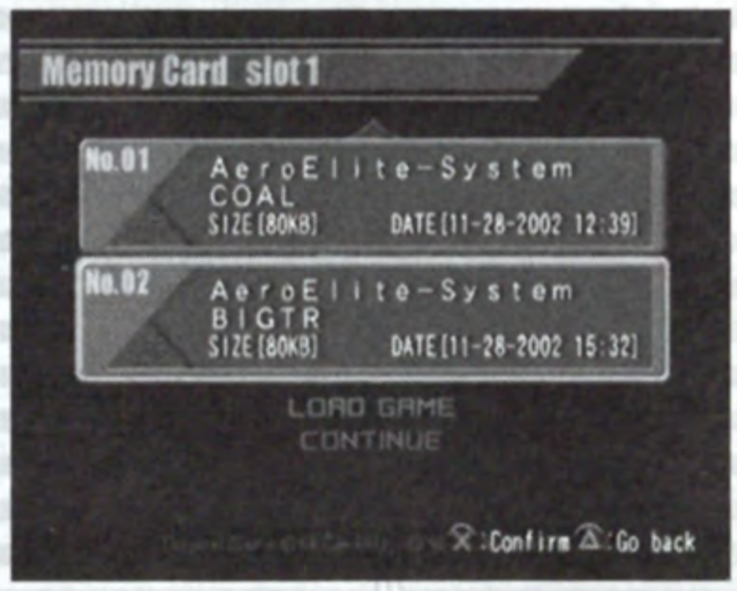
STANDARD	Flight mode that emphasizes piloting. Allows flight without stalls or G force effects. Ideal for beginners.
ADVANCED	Flight mode with an emphasis on realism. Enables players to maximize aircraft engine functions. Suited for higher level players.

Name Entry

At the beginning of a new game you will need to choose the name that you will be referred to as (call sign). The maximum length of your call sign is eight characters. It may be comprised of capital letters, numbers and punctuation marks.

Starting Previously Saved Games

Select **LOAD GAME** from the Game Select Menu to continue playing a game previously saved. The **LOAD GAME** item is only displayed when saved data has been detected.

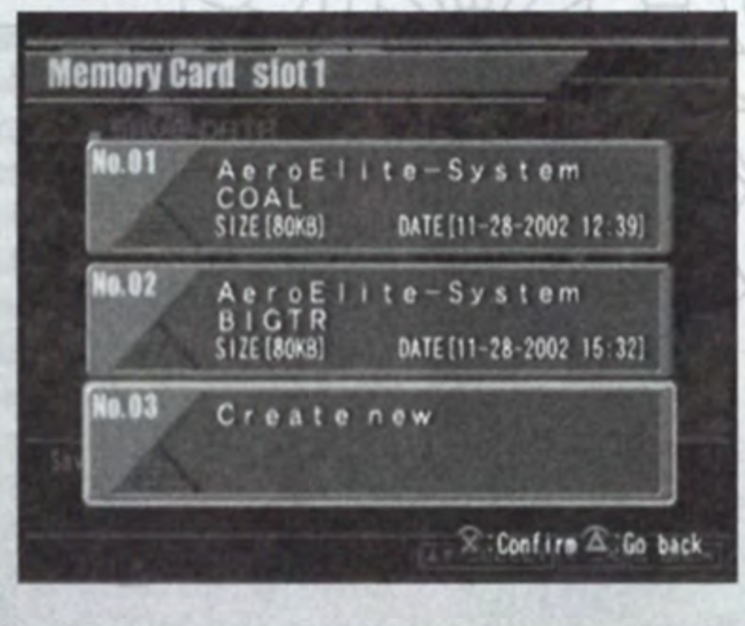


Select **CONTINUE** to return to the game in progress.

Saving Game Data

To save game data, select **OPTIONS: SAVE/LOAD** (see p.40). The settings will be saved into a system data file.

- A memory card (8MB) (for PlayStation®2) is required to save game data.



Memory Requirements

DATA TYPE	MINIMUM SPACE REQUIRED
System Data	81KB
Replay Data	75-773KB (varies depending on data)
Weapons Data	more than 75KB

MAIN MENU

After you have selected a difficulty level and entered your call sign, the **MAIN MENU** will be displayed. Here you can select from 5 items in the Main-Mode and 4 in the Sub-Menu. The different flying modes include flight training, practice missions and 2 player challenges and are selected from the Main-Mode. To customize settings or watch replays, you should select from the Sub-Menu. A brief description of each item is detailed below.

MAIN MODE

ARCADE MODE page 22

Make a sortie and challenge missions in sequence. **ARCADE MODE** games cannot be saved.

TRAINING page 23

Aim to become an ace pilot and take up the challenge of pilot training.

AERO MEET 2002 page 27

Enter a competition and test your aviation skills.

FREE FLIGHT page 29

Choose an aircraft, location, position and objective and fly without further instructions.

VS BATTLE page 32

2-player battle in split screen mode. **VS BATTLE** requires a second DUALSHOCK®2 analog controller.

SUB MENU

ALERT HANGAR page 34

A hangar that dispatches fighters for scramble attacks at short notice. Due to the urgent nature of scramble missions, aircraft settings should be configured here in advance. This item becomes available as you progress through the game.

REPLAY ROOM page 34

View or edit replays and manage replay data.

DATABANK page 35

Check player flight history and change your emblem.

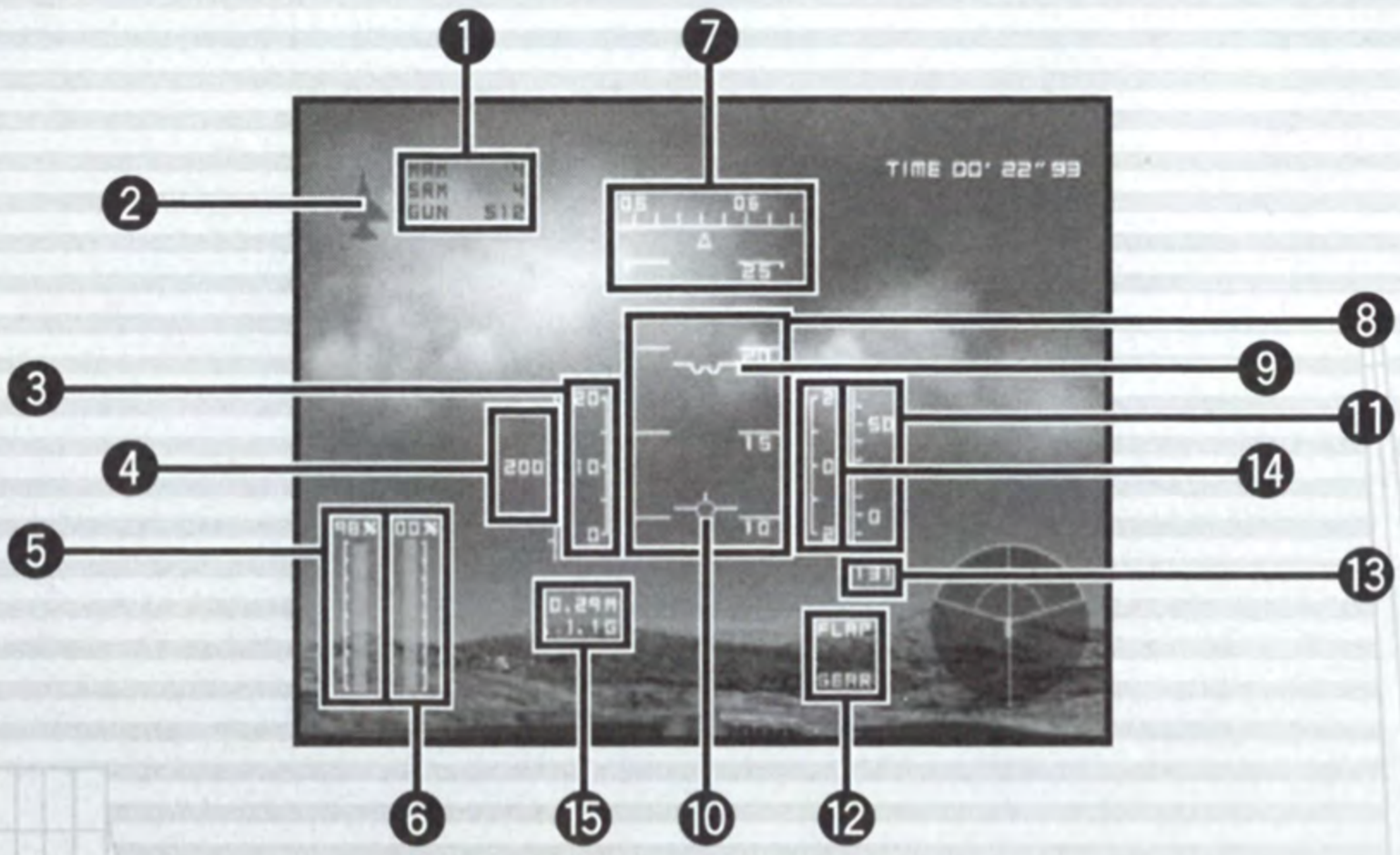
OPTIONS page 36

Change game environment settings and manage game data.

HEADS UP DISPLAY

The HUD instrument panel displays essential information about the aircraft's state and position, and should be referred to frequently to ensure smooth flight.

Fixed Wing Aircraft HUD



❶ **Weapons**: Weapons installed and quantity remaining. When a camera is installed, **CMR** and the shots remaining will be displayed.

❷ **Damage Indicator**: Shows status and location of areas damaged.

Green = no damage.
Yellow = light damage.
Red = heavy damage

❸ **AOA gauge**: Angle Of Attack. Indicates the angle of the aircraft's axis compared to its traveling direction. This is displayed when the landing gear is extended.

❹ **Airspeed Indicator**: Displays the axial airspeed as measured in knots.

❺ **Fuel gauge**: Decreases as the aircraft is used. The rate that it decreases is related to the way the aircraft is flown.

❻ **Tachometer**: Measured in percentage. 60% is idling speed. **A/B** is displayed when afterburners are engaged.

❼ **Heading scale**: Displays the current bearing. 36 is due north, 09 is due east, 18 is due south and 27 is due west.

❽ **Pitch Scale**: Shows the aircraft's angle with the earth.

❾ **Whiskey Mark**: Indicates the axis of the aircraft.

❿ **Velocity Vector**: Shows the forward vector of the aircraft.

⓫ **Altimeter**: Measures current altitude by external air pressure and indicated in feet.

⓬ **Flaps** (Automatic)**:** Increases lift at lower speeds. Displayed when engaged.
Airbrakes: Reduces speed during flight. Displayed when engaged.
Landing gear: Displayed when engaged.

⓭ **Terrain Clearance**: Shows distance from land when less than 1500 feet and landing gear is engaged.

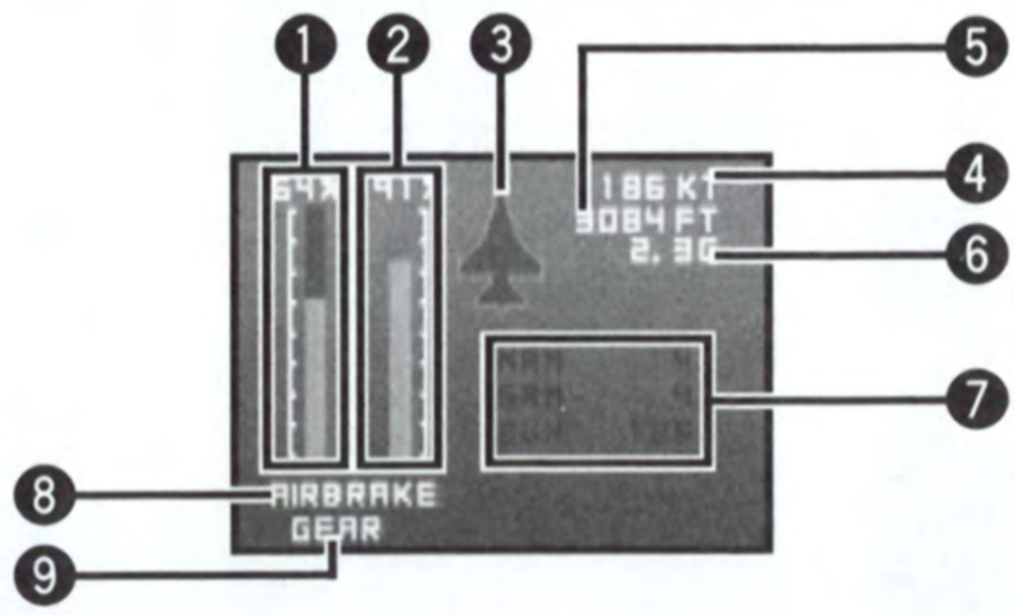
⓮ **Statoscope**: Shows rate of climb/ descent indicated in thousands of feet per minute. Displayed when landing gear is extended.

⓯ **Mach Speed**
G: Acceleration (see p.17)

Simple HUD

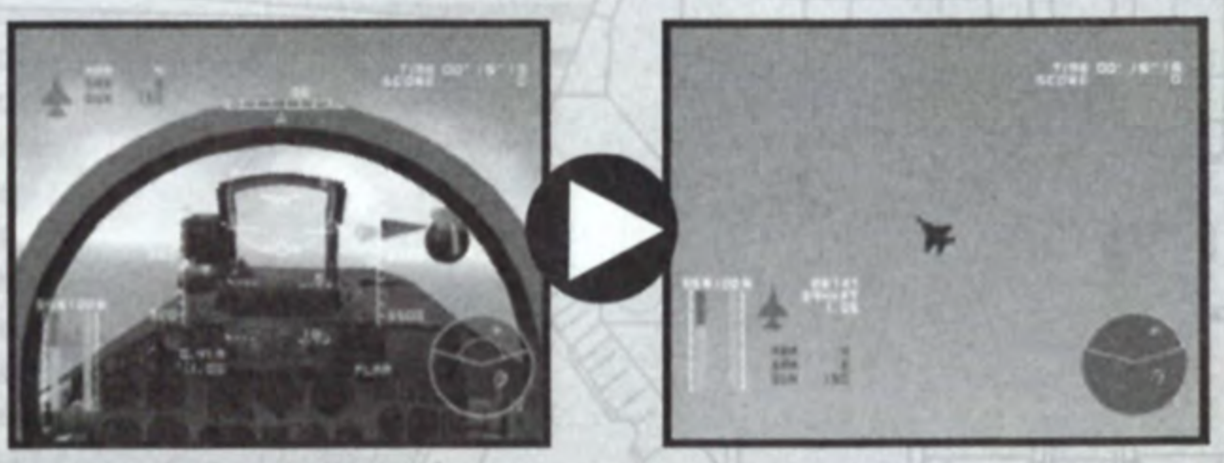
During replay, or when the HUD has been set to **SIMPLE** in **OPTIONS: VIEW** (see p.38), a simplified HUD will be displayed at all times (cockpit and outside HUD are set separately). The simplified display shows only the most essential instruments in the bottom left hand corner of the screen.

1. **Fuel gauge**
2. **Tachometer**
3. **Damage**
4. **Airspeed** (knots)
5. **Altimeter** (feet)
6. **G**
7. **Weapons**
8. **Airbrake**
9. **Landing gear**



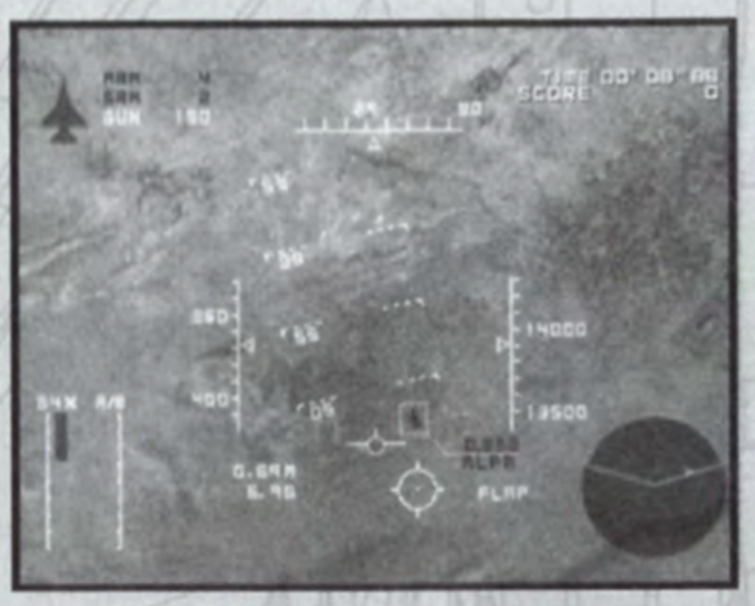
Pilot View/Target View

When an enemy aircraft is close by but out of view, its position is indicated onscreen by a red or yellow target arrow. Holding down the ◉ button will show the target as seen from the cockpit.



Target Container

Enemies that have been locked on to by the radar will be displayed in a Container. When more than one target has been locked on to, the one presently selected will be displayed in a larger Container.



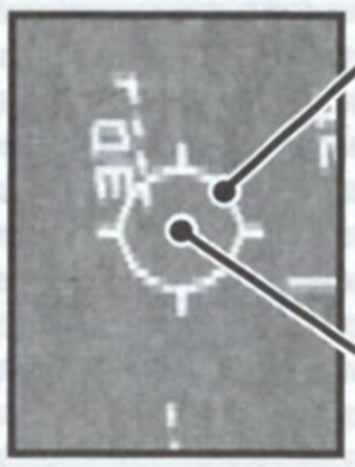
□	Airborne Target
◇	Terrestrial Target
△	Shoot Cue (missile launch possible)

Display During Attack

Target Distance
Displayed using color and number.
Red: Within gun range
White: Outside gun range

Steering Dot
Target's projected position. When inside the Steering Circle, MRM missiles stand a greater chance of hitting.

Steering Circle



Reticle
The round gun sight displayed when using the machine gun.

Peeper
The center point of the reticle and projected impact point. Fire when lined up with targets.

Reach Count
Estimated time before a launched MRM missile reaches its target.

Terrestrial Target indicator bar

Impact Point
Projected point of impact. Release the bomb when this overlaps the target.

Seeker
SRM Missile tracking point. Locks on when it overlaps a target. The color changes from orange to yellow when the target is within missile range.

Weapons Disable
Displayed at certain roll angles and G levels to indicate that weapons cannot be fired.

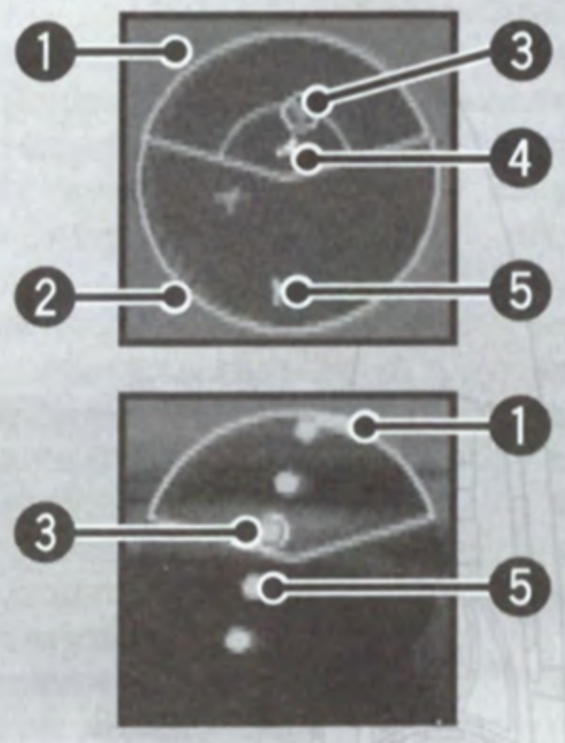
❁ Refer to p.16 for weapons details.

Warning Indicator

SHOOT	Selected weapon can be fired.
ALERT	Enemy missiles locked on.
MISSILE	Enemy missiles launched.
GUN	Enemy machine guns fired.
OVER SPEED	Flying too fast. Engine output reduces.
OVER AREA	Outside permitted airspace.
RELEASE	Bomb released.
STALL WARNING	Aircraft likely to stall.

Warning Indicator

Radar



❶ Target Outside Range indicator.
Blue/Purple: Friendly aircraft.
Green: Landmark (terrestrial targets).

❷ Shows when enemies are outside the radar operating range.

❸ White Circle: Displayed when target can be seen from Pilot View (see p.9).

❹ White: Missile

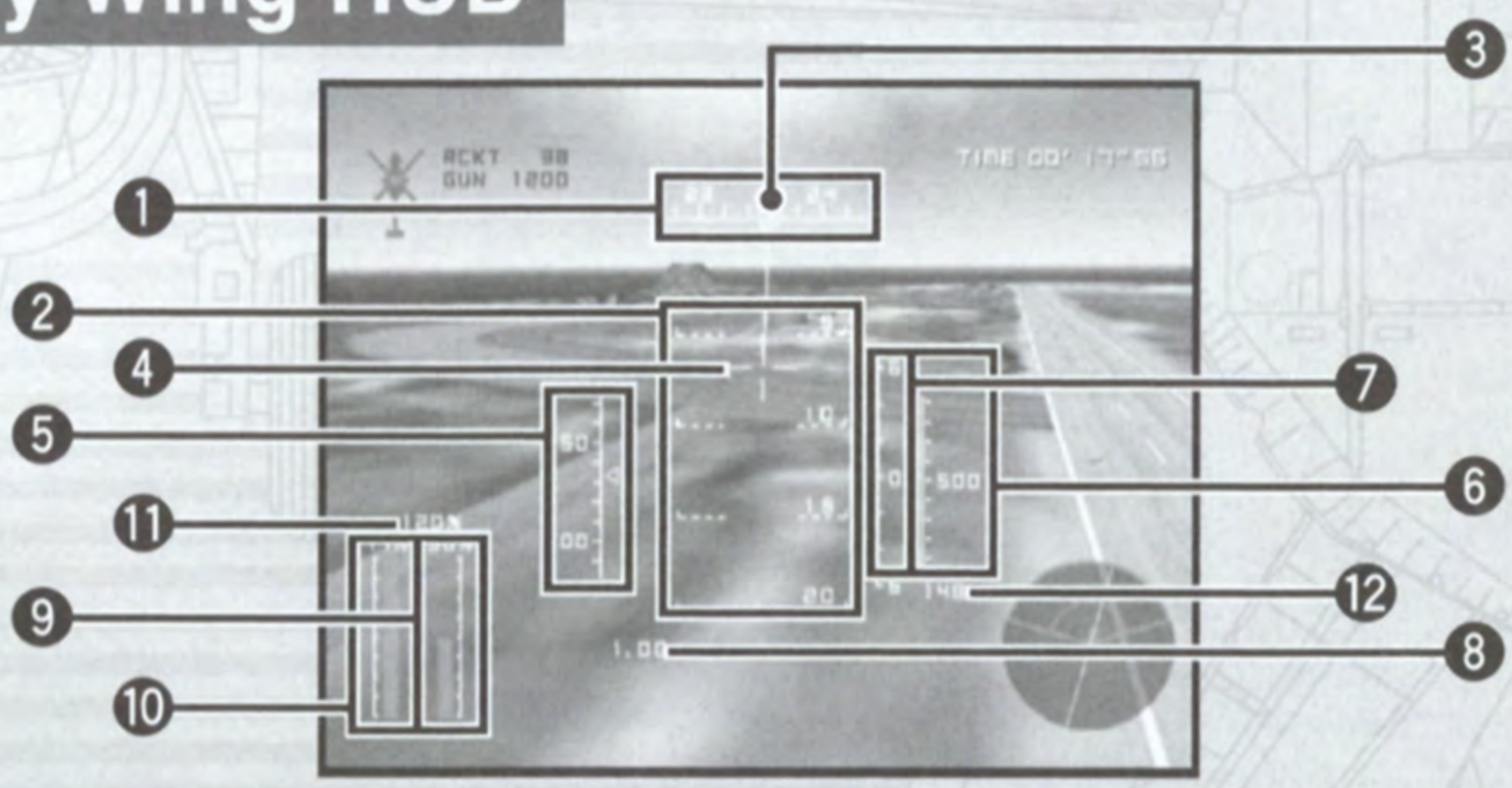
❺ Yellow/Red: Airborne Target
Green dot: Balloon/Terrestrial Target

- The area spanning 30 degrees behind your aircraft is a radar blind spot. Rear targets at altitudes higher than your own aircraft will be displayed as normal.
- Purple is also used to represent enemy aircraft in **ARCADE MODE** only.

Returning to base

When in range of the runway or aircraft carrier, a symbol and approach path will be displayed. This is not shown when enemy aircraft are within range.

Rotary Wing HUD



❶ **Heading Scale**
❷ **Pitch Scale**: Displays the forward and backward tilt of the aircraft.
❸ **Velocity Vector**
❹ **Axis Symbol**
❺ **Airspeed Indicator**
❻ **Altimeter**
❼ **Statoscope**
❽ **G**: Acceleration (See p.17).
❾ **Collective Indicator**: In **NORMAL** this will read 50% with the throttle released.
❿ **Fuel Gauge**
⓫ **Engine Torque Meter**: Condition of rotor torque in relation to engine torque.
⓬ **Terrain Clearance**.

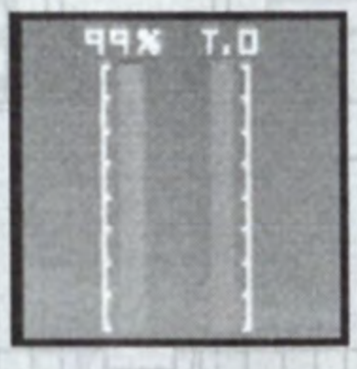
Special Function Display

The following information is only displayed on aircraft with the appropriate functions.

Nozzle Angle Display

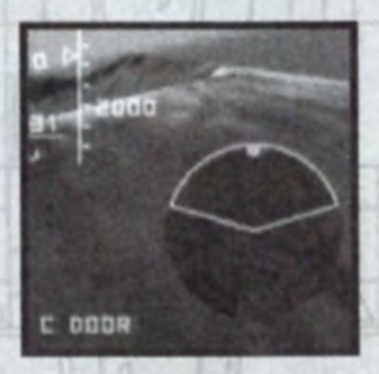
Changing the nozzle angle on the VTOL capable AV-8B aircraft also changes the direction of thrust. On the HUD, the nozzle angle and nozzle control mode are displayed.

ANGLE	DIRECTION OF THRUST
0	Directly rear
45	Diagonally below and to the rear
90	Directly below



Take-off Thrust Indicator

With the C-1, thrust can be temporarily increased to assist takeoff (Takeoff Thrust). The letters **T.O** are displayed above the tachometer to confirm this setting.



Cargo Door Open Indicator

When transporting machinery or carrying airdrop containers, the Cargo Door Open Indicator will flash while the doors are open.

BASIC OPERATION

Fixed Wing Craft Basic Operation

Learn how to control a fixed wing craft. For fuller details and an opportunity to practice basic aviation techniques and a variety of maneuvers, aim to complete the **TRAINING** as detailed on p.23.

Controlling Pitch

The aircraft's pitch is controlled by the left analog stick ⬇ ⬆. Pulling the stick backwards (⬇) will raise the nose, and pushing the stick forward (⬆) will lower it.

Changing Direction

The left analog stick also controls steering. Drop the stick in the direction you wish to turn and bank the aircraft 30-45 degrees. Center the stick when at the necessary angle. Pulling back gently on the stick will cause the aircraft to turn naturally. Minor adjustments to course can be performed with the rudder by pressing the L1 and R1 buttons, which is also used to control direction when taxiing.

Controlling Speed

Speed is measured in knots (nautical miles per hour). Press the ◉ button to increase engine output and raise the speed. When the output is at 100%, press the ◉ button to engage the afterburners if present. Press the ⊗ button to reduce engine output and lower speed. The airbrakes should also be employed when landing by pressing the directional button ⬆.

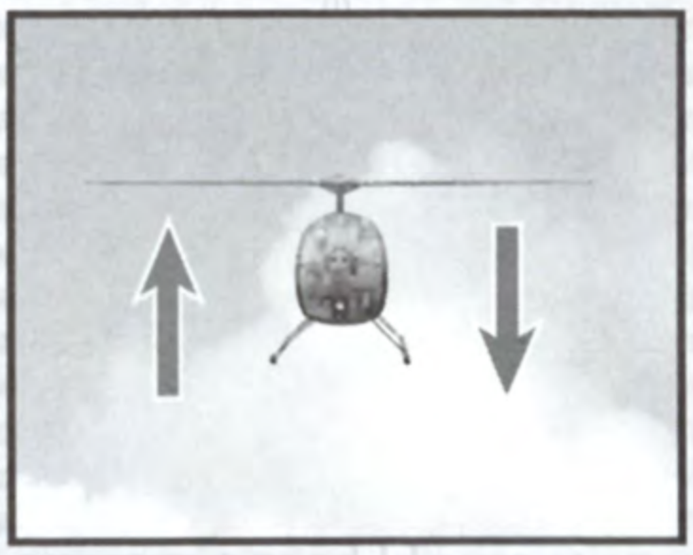
- A rate of 400-450 knots is appropriate when turning a fighter. Attempting this at higher speeds will cause the aircraft to stall and may result in a black out (see p.17). Maintaining control of the aircraft will become impossible.
- Speed decreases while ascending and turning, and increases while descending. Careful adjustments to the throttle are necessary to maintain consistent speed.

Rotary Wing Craft (Helicopter) Control

For the first time in this series, helicopter piloting and training can be performed allowing you to advance your skills to a new level. Control of a helicopter is very different to that of a fixed wing aircraft so careful training is imperative.

Adjusting Altitude

Adjustments to altitude are made by raising or lowering the collective. To takeoff or climb, press the ◉ button to sharpen the rotor blade angle and increase output and lift. To descend, press the ⊗ button to reduce the output from the main rotor. Whether in climb or descent, watch the statoscope carefully as you adjust the collective.

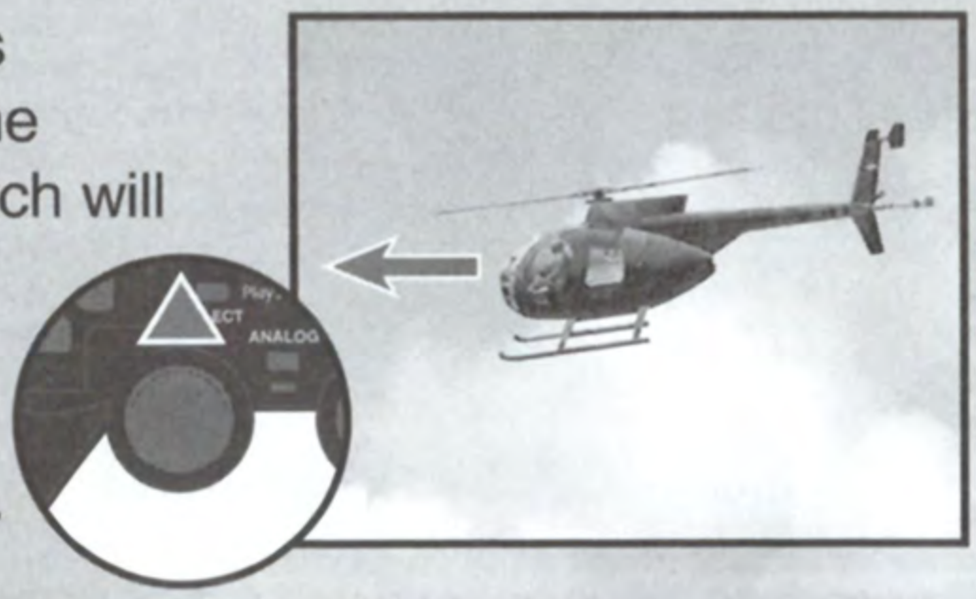


Hovering Turn

To rotate the aircraft horizontally you will need to adjust the power output from the tail rotor. Press the L1 and R1 buttons to rotate the aircraft left or right. Horizontal turning has a proportionate effect on the power output from the main rotor, so take care not to turn too quickly. Turning can also affect the pitch angle of the aircraft making flight unstable, so make careful adjustments to the cyclic to keep it level.

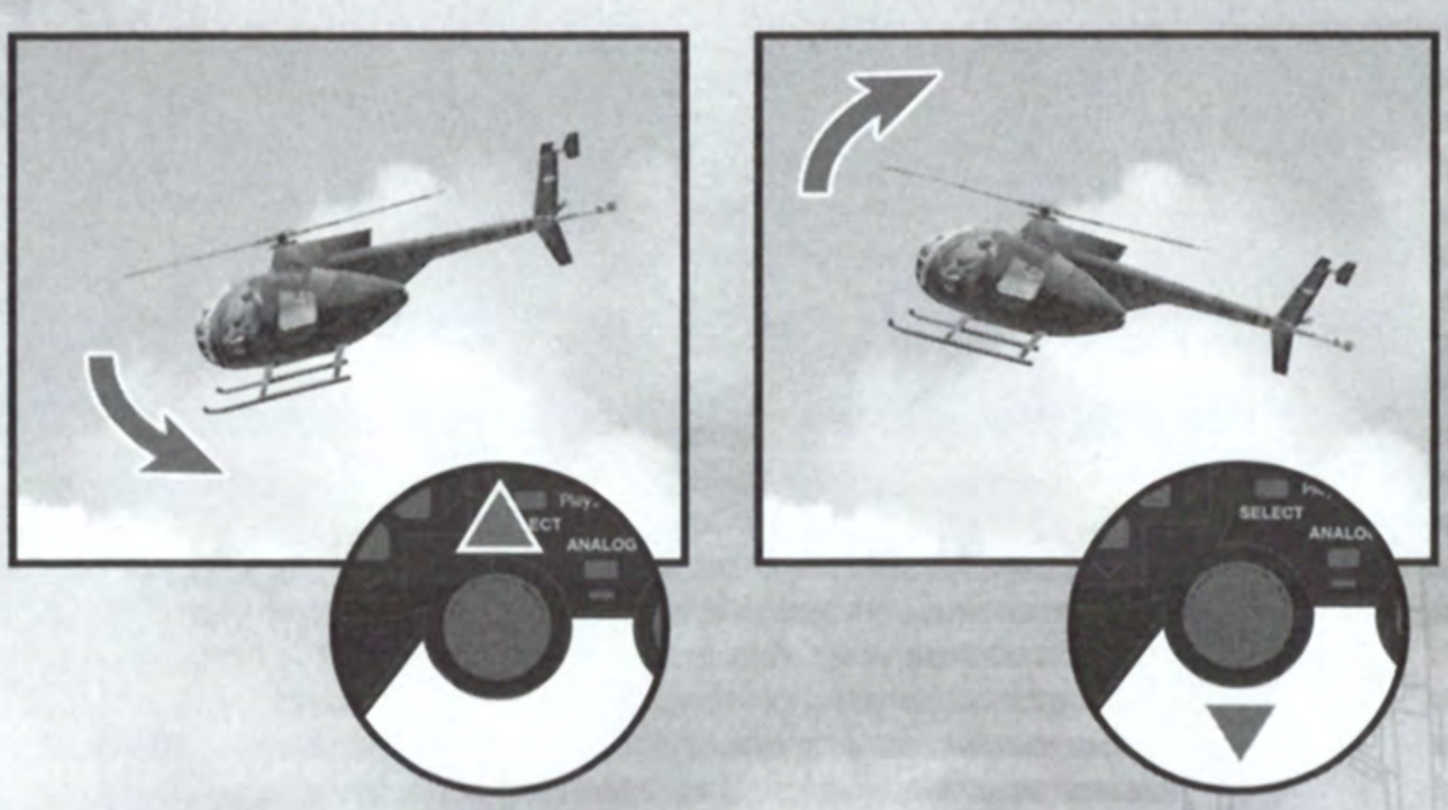
Advance/Retreat

When piloting a helicopter, forward thrust is produced by adjusting the cyclic to lower the pitch of the aircraft. Likewise, raising the pitch will create reverse thrust. The cyclic is controlled using the left analog stick. Push the left analog stick forwards (⬆) to lower the nose and the craft will start to advance.



Adjusting Speed

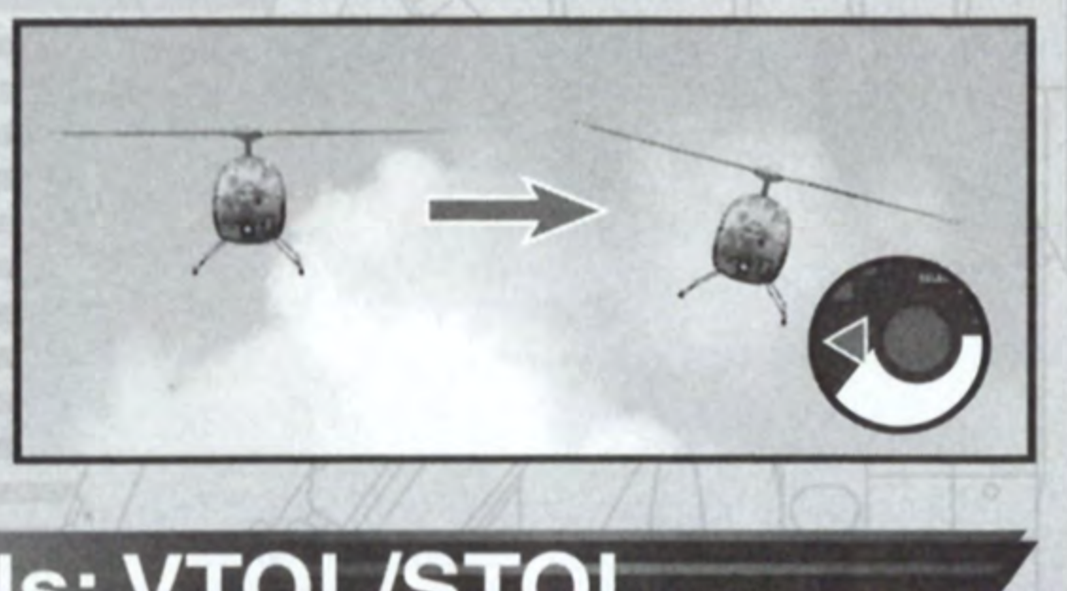
To increase speed, lean the aircraft at a stronger angle in the direction you are heading using the left analog stick. To reduce speed, lean in the opposite direction. Pay close attention to the airspeed indicator.



Changing direction

In order to turn left or right during horizontal flight, pull the left analog stick in the direction you wish to turn. Careful adjustments to pitch, roll and the main rotor output is necessary to maintain consistent altitude, speed and turn. Sudden dramatic adjustments will cause flight to become unstable, so sensitive control is essential.

While hovering (holding one position and altitude), pulling the left analog stick ⬅ ➡ will allow lateral horizontal flight.



Special Aircraft Controls: VTOL/STOL

To perform vertical take-off and landing maneuvers, the jet nozzles must be switched to VTOL Mode.

VTOL Mode: Vertical Take-Off and Landing possible.
STOL Mode: Short Take-Off possible.

During Flight	Directional button ⬇ (landing gear) sets to VTOL mode.
While Landed	Directional button ⬇ switches between VTOL and STOL modes.

❁ VTOL is not possible with certain weapons installations.

Weapons and Customization

This game makes available a wide variety of weapons. Different situations require different tactical solutions so choose your weapons installations carefully.

DISPLAY	WEAPON TYPE	DESCRIPTION
GUN	Machine Gun	Close range rapid fire weapon.
SRM	Infra-red guided air-to-air missile.	Self-targeting short-range missile. Can lock on when positioned behind the enemy.
MRM	Radar-guided missile	Radar-guided medium-range missile. Type varies according to aircraft.
AGM	Air-to-ground missile	Directionally-fired missile.
BOMB	Bomb	Bomb released onto terrestrial targets.
RCKT	Rocket	Can be launched at both airborne and terrestrial targets.

Customizing Weapons

After choosing an aircraft in the **SELECT FIGHTER** screen, appropriate weapon sets are displayed for selection. Sets available will vary depending on the aircraft. Use the directional buttons to select the weapon set required and the ⊗ button to confirm. Heavy weapons have an adverse effect on the aircraft's performance and maneuverability, which is particularly noticeable when turning. Avoid carrying more weaponry than is necessary for the given situation.

❁ Depending on the mode, press the SELECT button to customize the weapons array (see p.21).

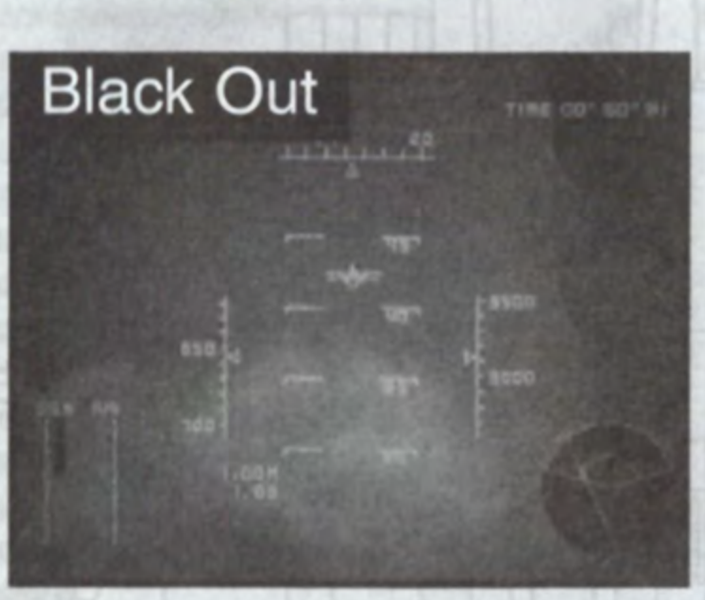
Evading Machine Gun Fire and Missiles

Observe the movement of enemy aircraft and the paths of bullets to evade machine gun fire. With SRM missiles, the lock-on can be cancelled by changing your angle of flight relative to the enemy aircraft. Flying at high speed and altitude can cause missiles to lose the trail. The release of chaff or flares followed by a sudden change in direction is also a highly effective evasive maneuver.

❁ Depending on the type of missile launched, chaff and flares used to distract the missile targeting are released automatically.

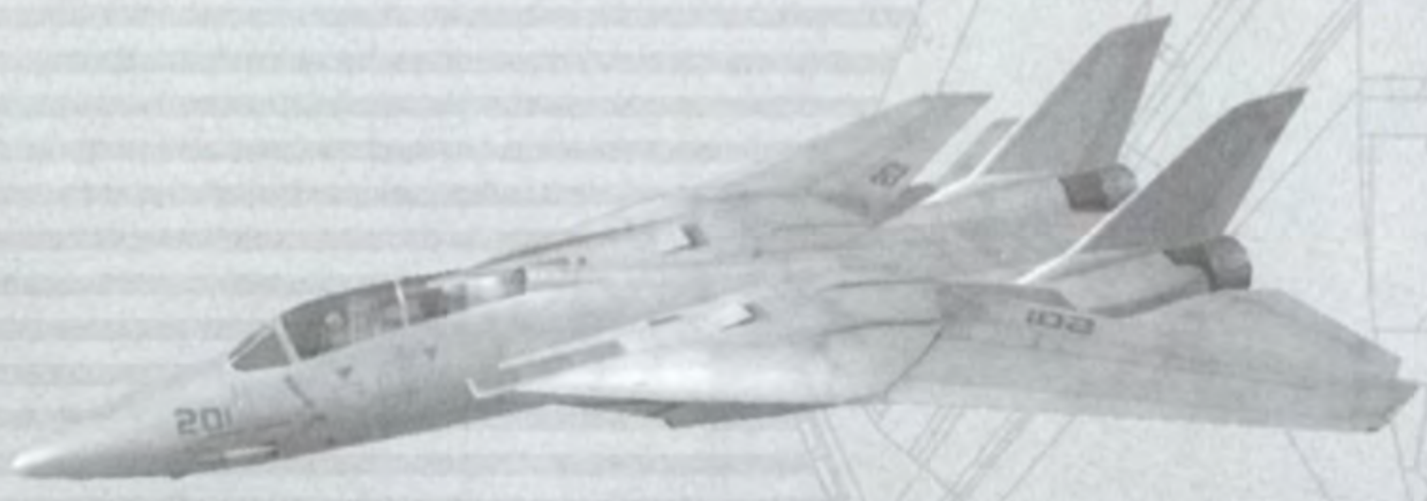
G (Acceleration) and Flight Problems

When the G level is too extreme, it can cause problems for both the pilot and the aircraft. Horizontal flight gives a reading of 1G, and horizontal flight upside down gives a reading of –1G. High speed flight, rapid changes in direction and increasing or decreasing of altitude causes G to increase with the following consequences.



BLACK OUT	Caused during an excessive +G count (7G or over). Breath becomes short and vision impaired.
RED OUT	Caused during an excessive –G count (–1.5G or below). Vision becomes red.

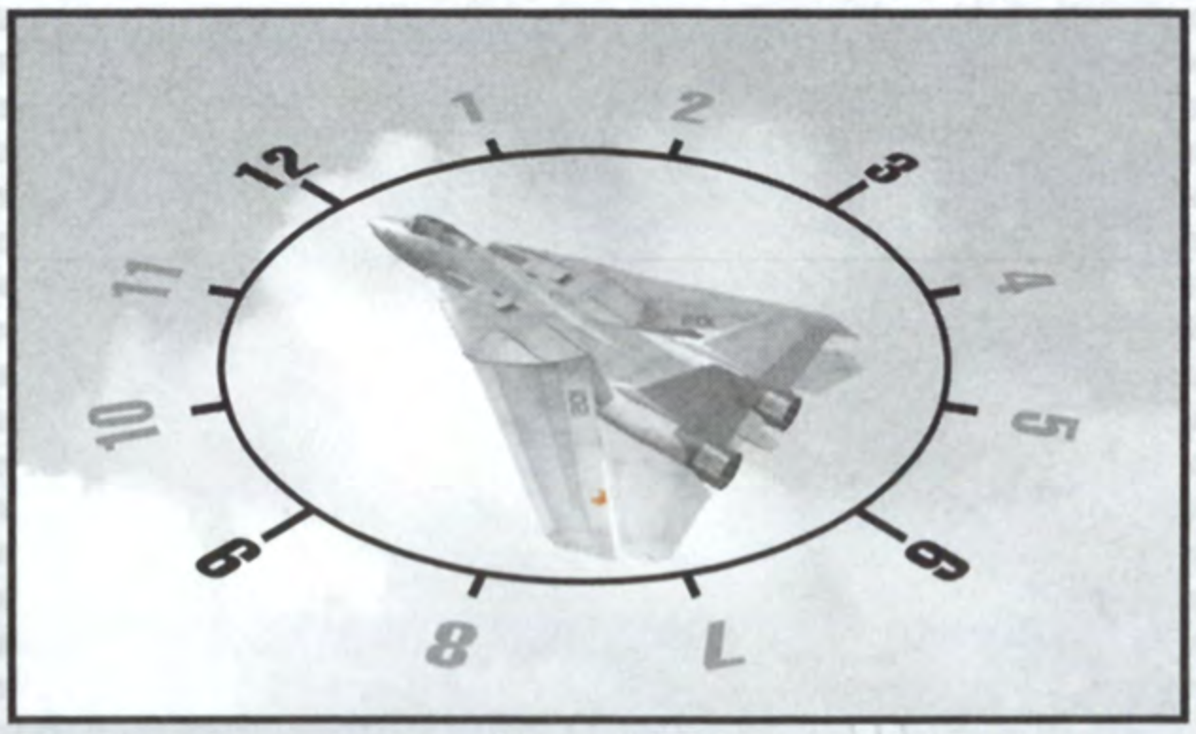
❁ **BLACK/RED OUT** can be set **ON/OFF** in **OPTIONS:FLIGHT SETTINGS** (see p.37).



Clock Code

The Clock Code is used to inform you of the location of enemies. Position is described in terms of the numbers on a clock.

3 o'clock	To the right of your aircraft
6 o'clock	Behind your aircraft
9 o'clock	To the left of your aircraft
12 o'clock	Directly in front of your aircraft

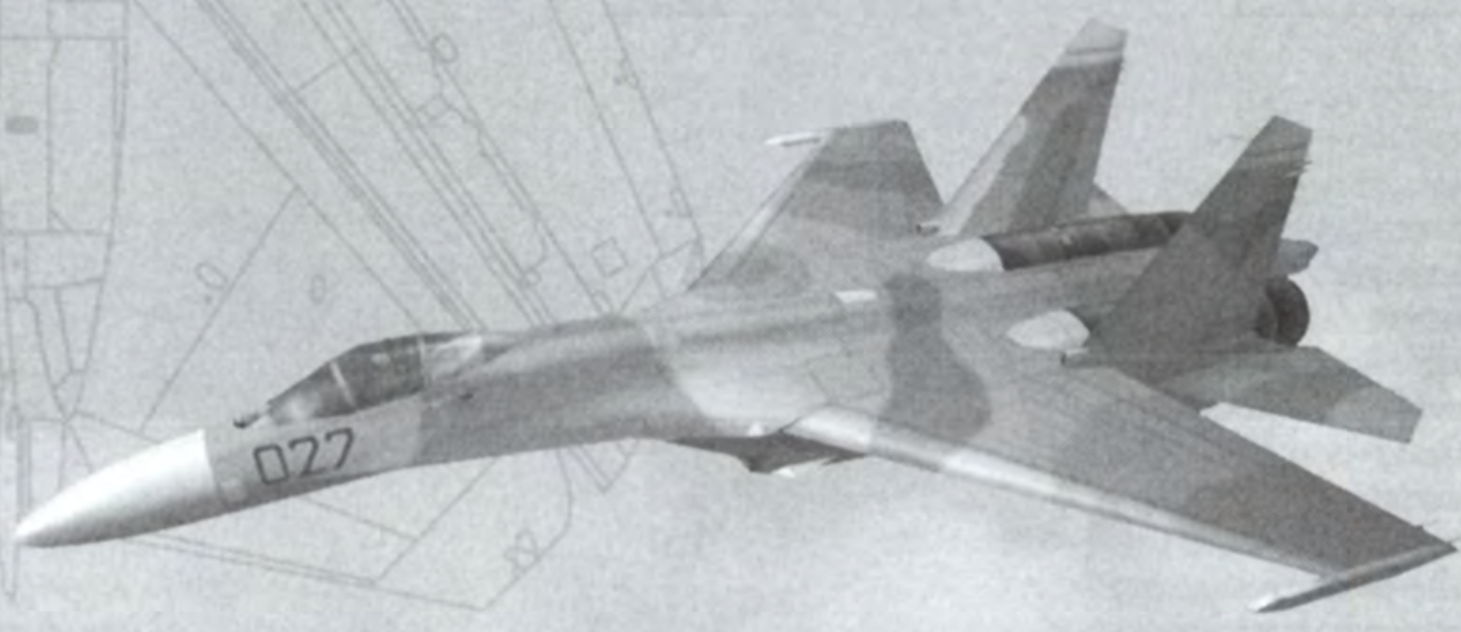


PAUSE Menu

Pressing the START button during flight brings up the **PAUSE** menu.

CANCEL	Return to the game
STOP	Cancel the flight
RESTART	Restart the flight from the beginning
HUD	Switch the HUD display **ON/OFF**
RADAR	Switch the radar display **ON/OFF**
COCKPIT	Switch the cockpit display **ON/OFF**
TARGET	Switch the target direction display **ON/OFF**
BGM	Change the background music during flight

❁ Certain items on the **PAUSE** menu vary depending on the mode.



SCRAMBLE

When the required level has been reached in **TRAINING** (see p.25), you will acquire the qualification to be mobilized for scramble missions.

A scramble is an urgent deployment of fighters to engage enemy aircraft in response to an invasion of airspace. Missions cannot be selected from the menu, but can arise during a game at any time without warning. When a scramble is mobilized, you must takeoff immediately in the aircraft you have prepared in the alert hangar. Different missions require different tactics, so choose your craft carefully. In the event that a mission requires a different aircraft with special features, this will be prepared ready on the airfield.

Scramble Mission Gameflow

GO/CANCEL — When a scramble is mobilized, you must attack within a set time. You can choose to refuse missions but this will adversely affect your piloting career.

▽

FLIGHT — On receiving the call to scramble, you will immediately be mobilized from the alert hangar. The controller will issue instructions en route.

▽

REPLAY — Watch a replay of the flight. See p.28 for playback controls.

▽

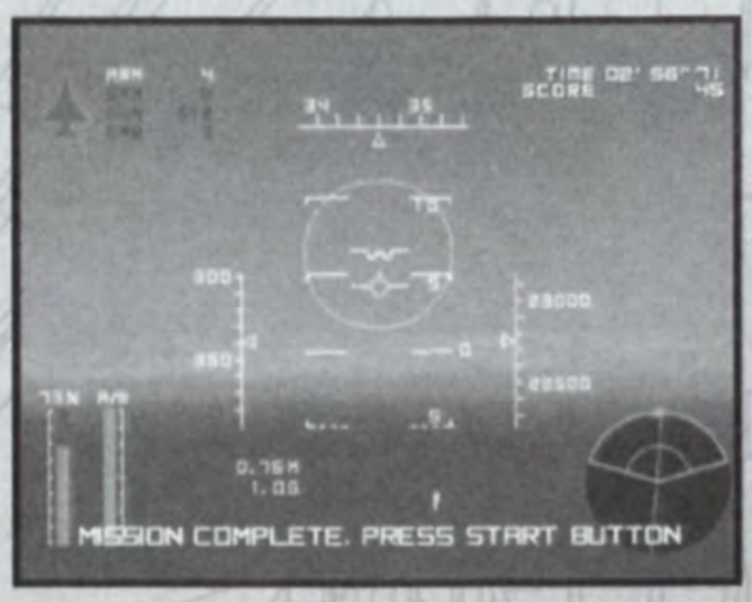
DEBRIEFING — Receive points according to your performance.

▽

ALERT HANGAR — Return to the alert hangar on completion of the mission.

Completing Scramble Missions

When the mission instructions have been carried out, **MISSION COMPLETE** will be displayed and you can then return to base. Successful completion of the mission is dependent on your returning to base safely, so take care when landing. Selecting **RETURN TO BASE** in the **PAUSE** menu lets you skip the return procedure and the aircraft will land automatically. Some missions may not require a return to base.



Setting the Frequency of Missions

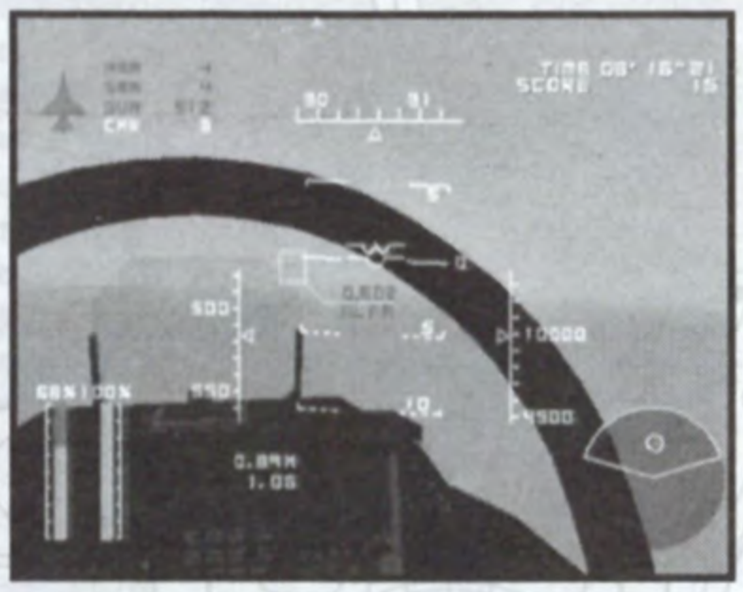
The frequency of missions and the time on the **GO/CANCEL** screen can be set in **OPTIONS:GAME SETTINGS** (see p.36).

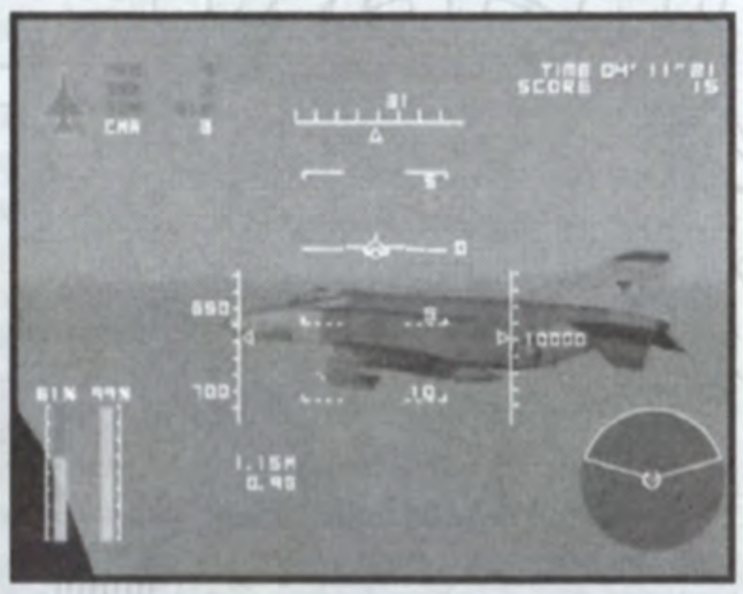
Missions

Follow the directions of the controller closely. Ignoring or acting against instructions will be penalized and the mission will be unsuccessful.

Photography

If an unknown aircraft invades airspace, it may be necessary to take photographs. The first step is to approach the target aircraft. In **ADVANCED** mode you will also need to select between weapons and camera. You have a total of three exposures with no refills, so use exposures sparingly. A higher rating is achieved if photographs are close up and from a variety of angles. Control the camera angle with the right analog stick and use the △ button to operate the shutter.

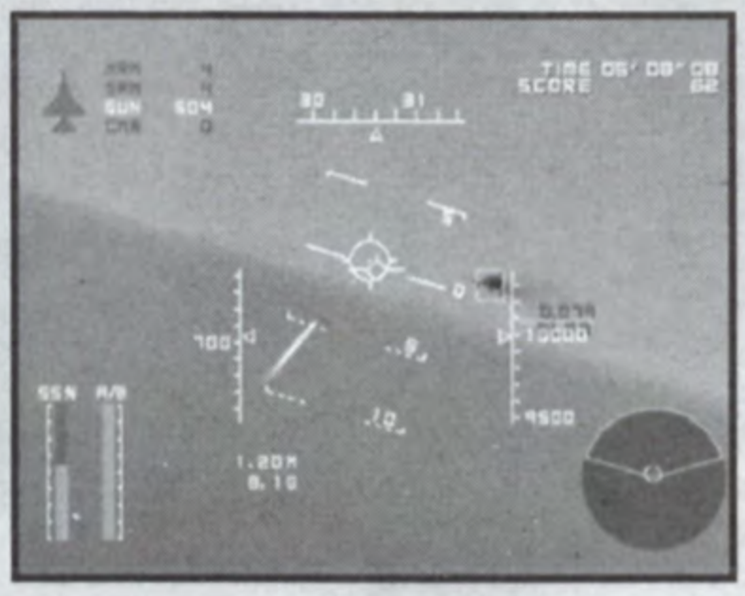




- Photos can only be taken from Cockpit/Behind/ Front views.

Warning Shots

Fire shots near the aircraft that have invaded your airspace. Because these are for warning purposes only, care must be taken to ensure that the shots do not reach the enemy target. Position yourself within .1nm of the enemy target and fire a burst of machine gun rounds at an angle no greater than 10 degrees from the target. In **ADVANCED** mode you will need to select **GUN** using the L2 button.



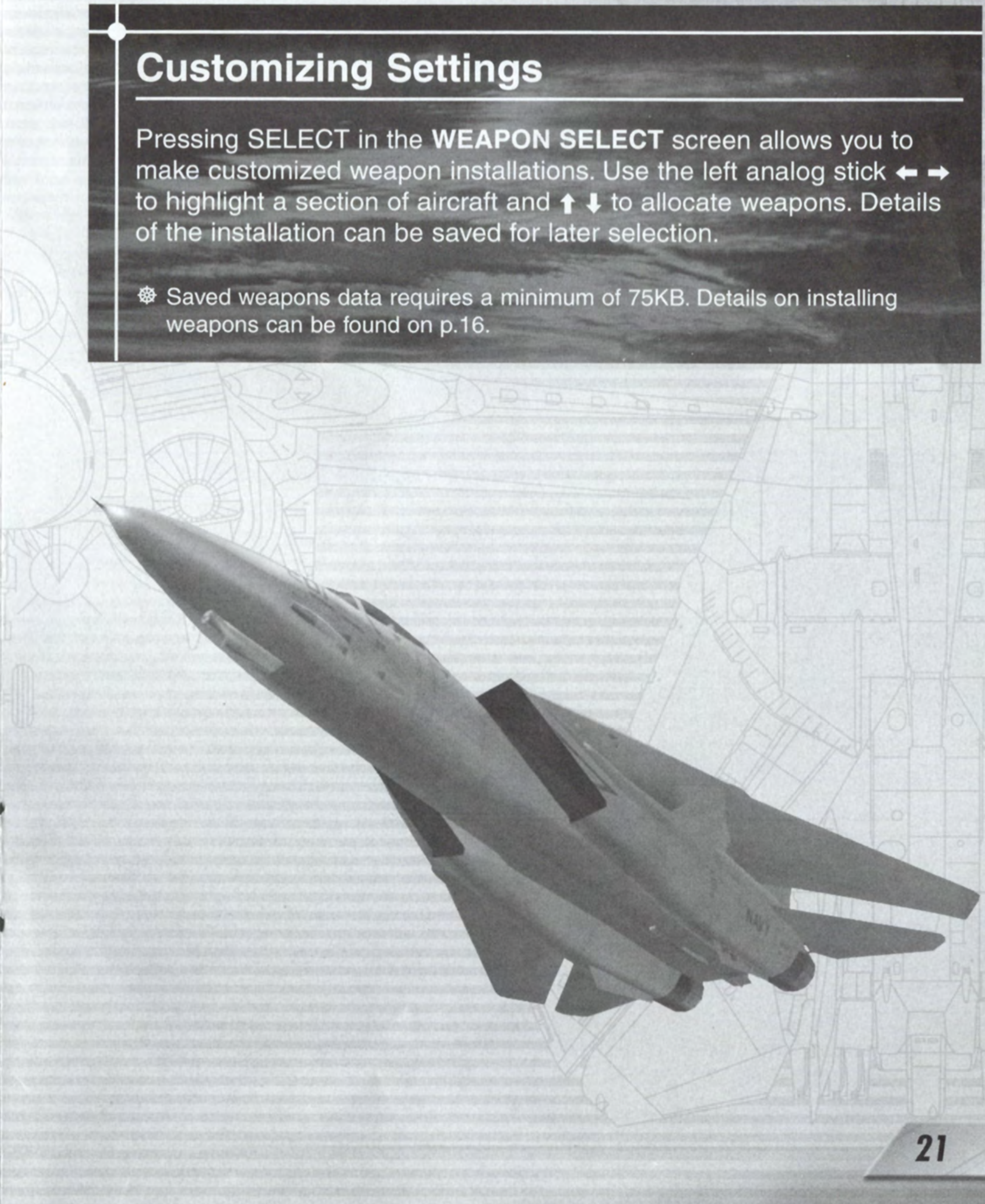
PROCEDURE

Approach the aircraft from behind, and then maintain pursuit. Try to fire bursts around the target so they can be seen from the enemy's cockpit. Take extra care not to hit the target.

Customizing Settings

Pressing SELECT in the **WEAPON SELECT** screen allows you to make customized weapon installations. Use the left analog stick ← → to highlight a section of aircraft and ↑ ↓ to allocate weapons. Details of the installation can be saved for later selection.

❁ Saved weapons data requires a minimum of 75KB. Details on installing weapons can be found on p.16.

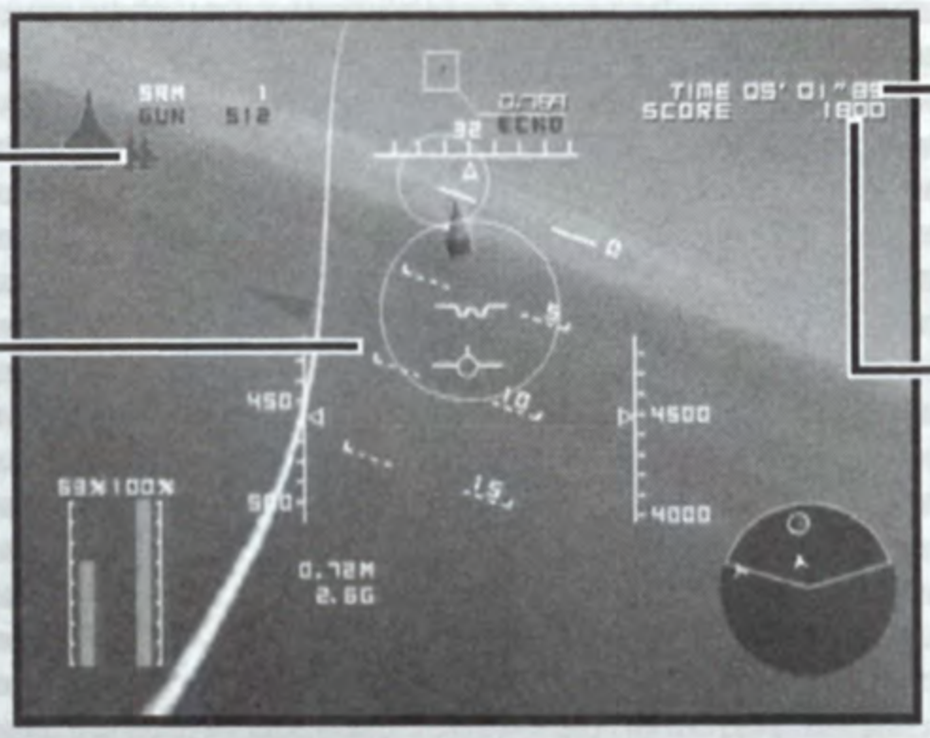


ARCADE MODE

Select an aircraft, make a sortie and challenge missions in sequence.

This is a good place to start for those that wish to get airborne and experience the thrills of scramble missions as quickly a possible. Choices of aircraft, weapons and missions are limited, so for a greater challenge aim to complete the **TRAINING** (see p.23) and work through the more advanced flight modes.

Game Screen



Game Concepts

NG	If you fail to clear a round in the specified time, or your aircraft is destroyed, the status will be NG and you will return to the start of the round. After three NGs the game will end.
SCORE	Increases with each enemy destroyed. A time score is also awarded based on the time remaining at the end of each round.
HUD	The standard Heads Up Display. See p.8 for a detailed explanation.

- In **ARCADE MODE** only, missiles and machine gun rounds are unlimited.
- Fighters available in **ARCADE MODE** cannot be piloted in the regular game modes until unlocked.
- **ARCADE MODE** games cannot be saved and restarted partway through.

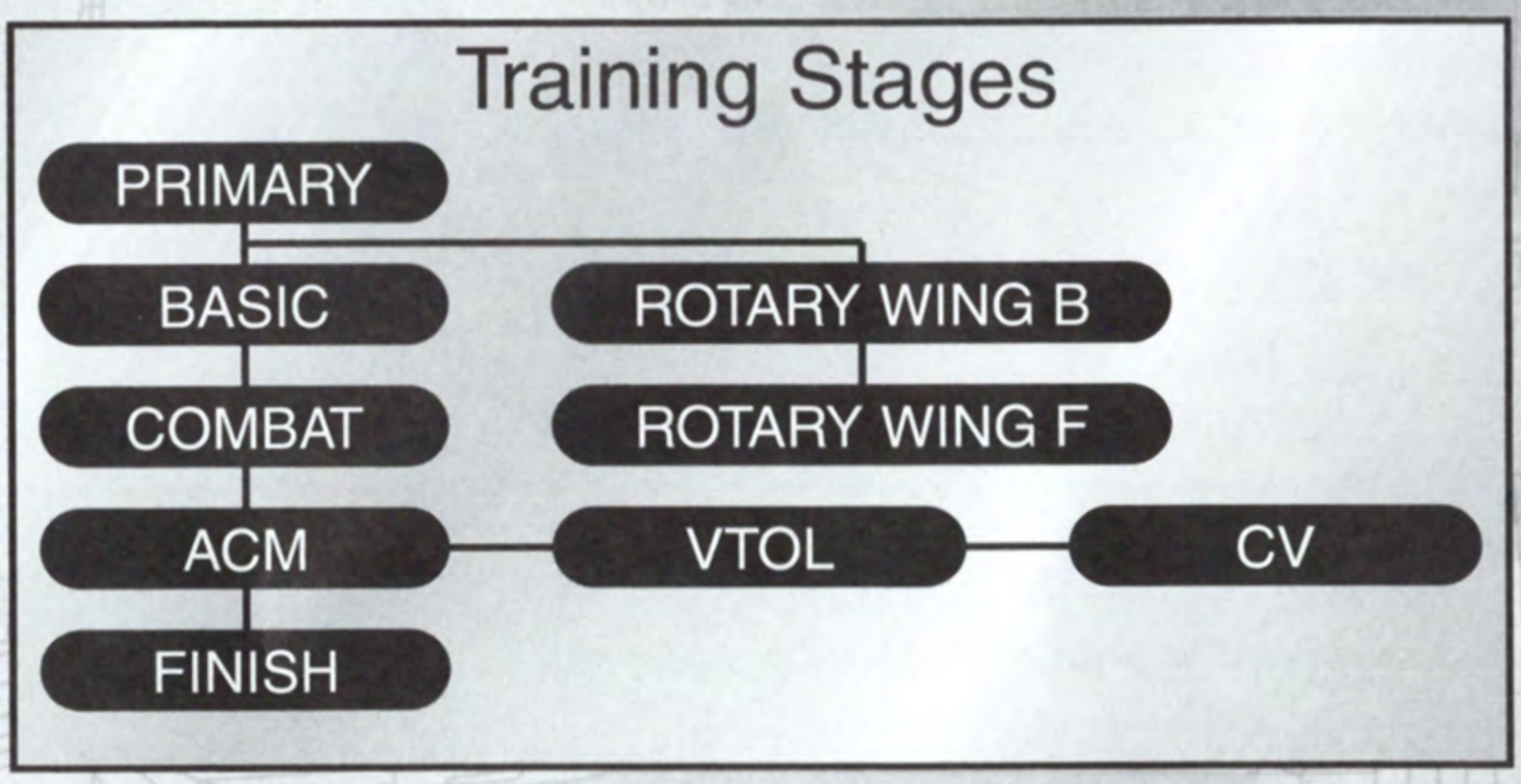
ARCADE MODE Gameflow

You will be presented with a series of mission stages that allow a brief introduction to the game concepts. As with **SCRAMBLE** missions (see p.19), you will be briefed en route by the controller at each stage.

TRAINING

Aim to become an ace pilot and take up the challenge of pilot training. It's vital that you become accustomed to basic piloting techniques before attempting more challenging missions.

The course is broken down into 9 Stages. Once you have met the requirements of each Stage you can progress to the next. Each Stage contains a series of Steps that allows you to gradually progress and expand your skills. Training requires patience and repetition, so try to master each step before moving on to the next.



TRAINING Gameflow

STAGE SELECT — Choose the Stage and Step of training you wish to undertake.

BRIEFING — Receive detailed instructions on the different elements of the Step.

FLIGHT — Fly in accordance with the instructions given.

REPLAY — Watch a replay of the flight. See p.25 for playback controls.

DEBRIEFING — Receive marks for each element in the Step. If your marks are too low and you don't pass, pay especially close attention to your altitude and speed at this stage.

FLIGHT LOG — See your best scores for each Step.

Scoring

Scores start at 100 and points are deducted for each mistake made. 60 points are required to pass each Step.

Stage Select

First select the Stage and Step of the training you wish to undertake. On your first attempt you will only be able to select **TAKE-OFF** in the **PRIMARY** piloting stage, but as you progress, more advanced stages will become available.

Briefing

Pay close attention to the instructions given by your captain who will explain each element of the step. While listening to the explanation, pressing the ● button will fast-forward to the next instruction. You can listen to the explanation as many times as you like, so make sure you understand fully before attempting the drill.

BRIEFING
The pitch angle is the aircraft's tilt up or down
Pull the stick toward you to raise your pitch and
push forward to lower it
△:CANCEL ×:START

The starting position and flight conditions are explained first. In the case of Take-Off Training, the aircraft is positioned on the runway at a standstill. With Steps that begin mid-flight, details of the altitude, airspeed and bearing will be outlined.

In the earlier stages, a diagram of the controller will be displayed together with an explanation of controls. At this time, instruments that must be monitored carefully will also be highlighted. During the training, keep a close eye on the instruments in accordance with instructions.

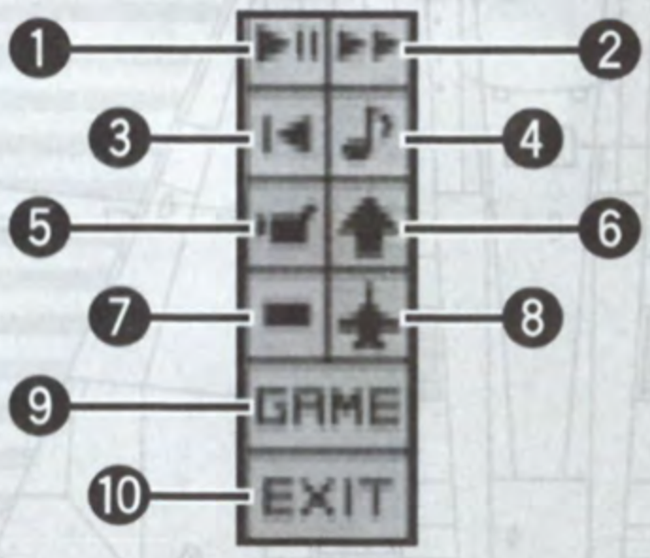
❁ All explanations have assumed use of the DUALSHOCK®2 analog controller and a difficulty level of **NORMAL**.

Flight

This is your opportunity to take control of the aircraft and attempt to fly in accordance with instructions. During flight, your instructor will remind you of the directions and warn you if you begin to deviate. In the event that your aircraft crashes, or your flight differs substantially from instructions, the training will end. Remember also that each Step has a time limit.

Replay

Here you can watch an instant replay of your flight. This is a very useful reference for checking your flight techniques. There are a variety of replay controls to help you make the most of this facility. Use the directional buttons to select and the ⊗ button to enter.



❶ Pause.
❷ Fast Forward (hold down).
❸ Return to the beginning.
❹ Change music. Rotates the background music to the next item in sequence. When selected replay will return to the start.
❺ Change angle of view. Pauses replay and displays a list of the different viewing angles available. Use the directional buttons to select a view and press the ⊗ button to enter.
❻ Switch flight path display on/off. When set to on, the flight path can be referred to when evaluating your piloting skills.
❼ Switch between Icon & HUD display/Cinema View. Removes the icons and HUD and you can then switch between full screen and wide screen cinema mode by pressing the ⊗ button. Pressing the △ button will return you to the full display.
❽ Change aircraft display. Moves the focus point of the replay to that of an accompanying aircraft or enemy target.
❾ Restart game. Returns you to the game at the point where the button is pressed. When returning to the game, scores and hit counts are returned to zero. Regardless of performance, you will not be able to clear steps using this method. Not available in every stage.
❿ Exit replay mode

Debriefing

Points are awarded according to the accuracy in which the exercise was carried out. All details of the exercise are very carefully checked. Where altitude and speed vary from that specified, points will be deducted. Press the ● button to fast forward to the next checkpoint. Use this information to find your weak points and improve them in subsequent practices.

Controls During Debriefing

On the DUALSHOCK®2 analog controller, press the R1 button to zoom in, and the L1 button to zoom out. The camera angle can be rotated around the aircraft using the left analog stick. This can be useful when evaluating your aviation skills.

Flight Log

Check your score and flight time. 5 course records are stored for each step. Score higher than 60 to clear the Step and progress onto the next. Please remember that 60 points is the **minimum** required to pass, and that to become a skilled pilot you will need to practice each Step honing your techniques and aiming for a perfect score. As your skill advances, you will be awarded qualifications to fly different kinds of aircraft through more advanced drills.

AERO MEET 2002

Once you have developed your skills in **TRAINING** (see p.23), the **AERO MEET 2002** competition mode will help you gain real mission experience. The contest is broken down into 4 main categories. As with **TRAINING**, each category contains a series of missions, and by fulfilling the conditions of each while attaining the required amount of points you can progress to the next.

AIR TO AIR	Air-To-Air Combat
SURFACE	Air-To-Surface Combat
MANEUVER	Aerial Maneuver
RECON	Aerial Reconnaissance

AERO MEET 2002 Gameflow

MISSION SELECT — Choose the category and mission to attempt.

▽

BRIEFING — Listen to an explanation of the mission.

▽

SELECT FIGHTER — Choose the aircraft to use. Selections may be limited depending on the category.

▽

SELECT WEAPON — Choose the weapons you wish to have fitted. Selections may be limited depending on category and aircraft.

▽

FLIGHT — Fly in accordance with instructions.

▽

REPLAY — Watch a replay of the flight. See p.25 for playback controls.

▽

DEBRIEFING — Receive points according to performance.

▽

FLIGHT LOG — Check the record of your best scores.

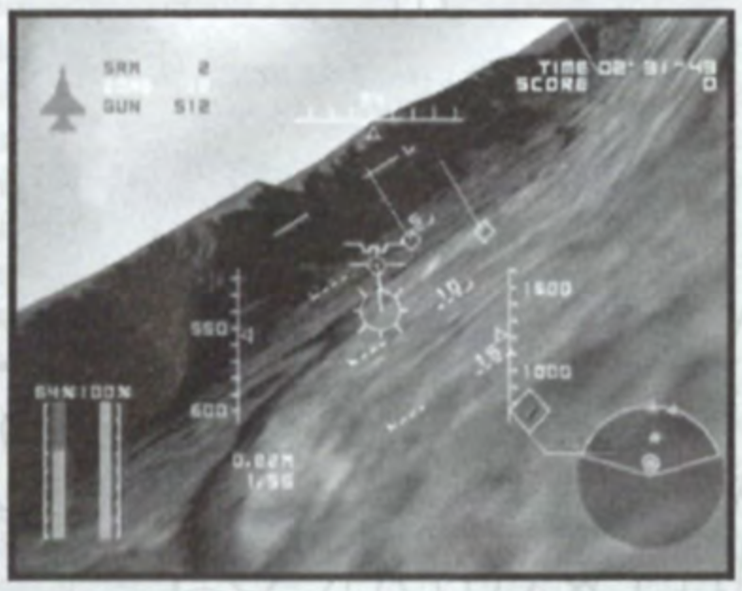
Breakdown of Each Category

AIR TO AIR

This is a dogfight between fighters. Down as many aircraft as possible within the given time limit. As each fighter is downed, another will appear and 10 seconds will be added to the time limit.

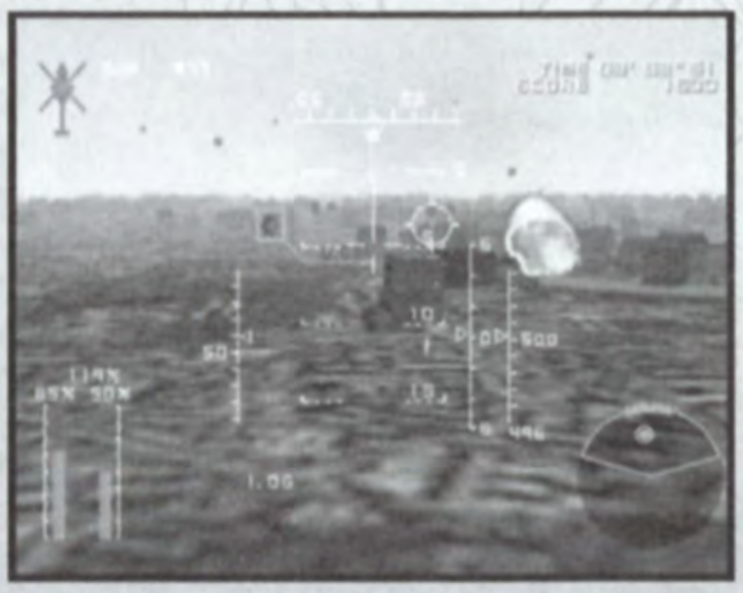
SURFACE

This is an aerial support and precision bombing mission. Destroy all the targets on land and at sea in the shortest time possible.



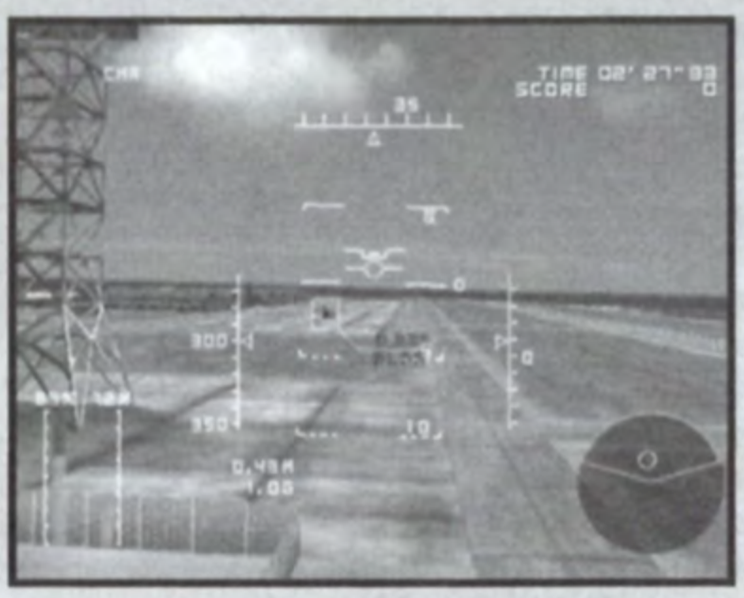
MANEUVER

This is a test of maneuverability. The category includes aerial attack elements where balloons marked on a map must be destroyed, and mid-air pursuit elements where rings deployed by the target aircraft must be passed through within the given time limit.



RECON

This is a tactical reconnaissance mission. Approach landed aircraft to take photographs. Only one exposure is available. See p.20 for details on photography.



FREE FLIGHT

In **FREE FLIGHT** mode, aircraft, location, objective and other options can be freely selected.

SOLO FLIGHT	Player flies alone.
AIR ATTACK	Anti-aircraft combat.
SURFACE ATTACK	Anti-surface/anti-aircraft attacks.
RANDOM MISSION	Settings chosen at random.

FREE FLIGHT Gameflow

SELECT CATEGORY — Choose the flight category.

▽

SELECT MAP — Choose the flight location. Time and weather conditions can also be selected.

▽

SELECT FIGHTER — Choose the aircraft to pilot.

▽

SELECT WEAPONS — Choose the weapons array. In scenarios where there are no enemies, weapons can be installed but not used.

▽

SELECT WINGMAN — Choose accompanying wingman (Choices increase as the game progresses).

▽

SELECT ENEMY — Choose the type, number, weaponry and skill of enemy fighters.

▽

SELECT POSITION — Choose your position at the start of the flight, as well as the position of enemy fighters. Where possible you can also choose to start from a landed position.

▽

FLIGHT — Fly in accordance with selections.

▽

REPLAY — Watch a replay of the flight. See p.25 for playback controls.

▽

FLIGHT LOG — See your best scores for each category.

- Settings vary depending on category and location.
- To end your flight, select **STOP** in the **PAUSE** menu (see p.18).

Breakdown of Each Flight Mode

SOLO FLIGHT

Enjoy free solo flight without enemy fighters or targets. This is an excellent opportunity to practice the more basic flying skills you learned in **TRAINING** (see p.23). Location, time, weather conditions and position at start can also be selected.

AIR ATTACK

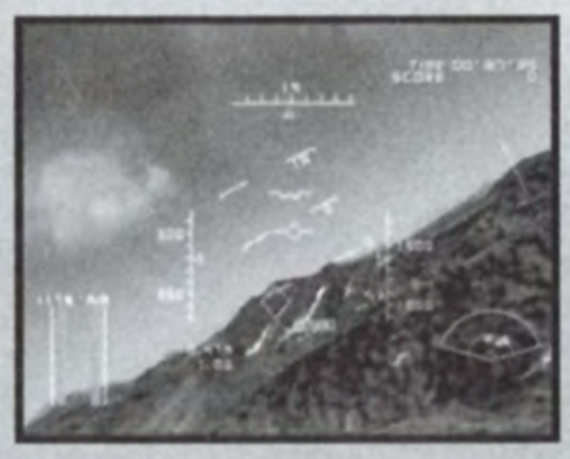
Engage in air-to-air combat. Depending on your progress in the game, you may be able to choose a wingman. When selecting the enemy you can choose from a range of fighters, weapons and skill levels.

SURFACE ATTACK

Attack enemy targets both on land and at sea. Targets will vary depending on the location. The type and number of enemies can also be specified.

RANDOM MISSION

All settings are decided at random, including the player aircraft. This option is convenient for those wishing to fly immediately.



Enemy Select

CHARACTER	Affects their performance while flying.
LEVEL	Affects the speed of maneuver.

Accompanying Aircraft

The wingman is a strong pilot that accompanies the player during missions. Wingmen can attack enemy targets on your behalf and keep you informed of the enemy's movements. As you progress through the game, your choice of wingmen will increase and you will be able to select between different characters and levels of ability.

Wingman Navigation

The wingman replaces the controller in keeping you informed of the enemy's movements. Enemy altitude is referred to by level. 1=1,000 feet, 10=10,000 feet etc.

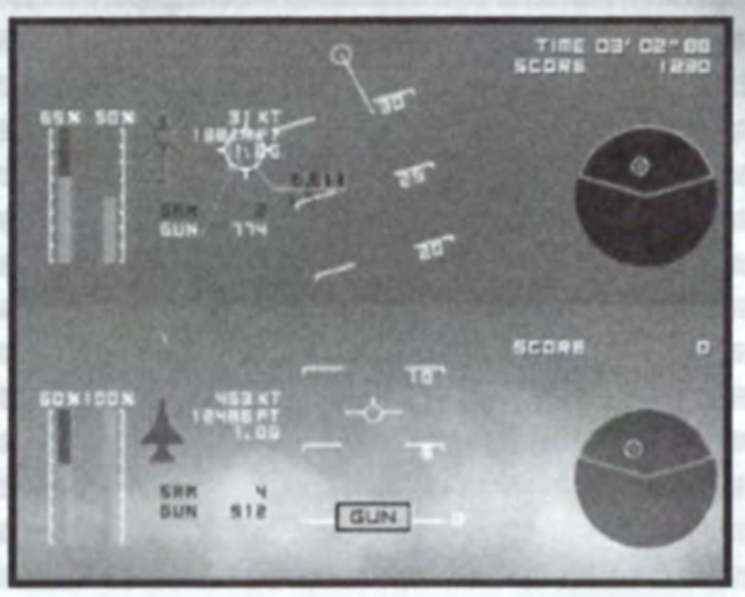
Commanding the Wingman

A number of commands can be given to the wingman. Press the R2 button until the desired command is displayed. In some circumstances, a wingman may refuse commands.

NON	No instructions.
ATTACK	Instruction to attack the enemy.
COVER	Instruction to assist player.
TACTICS	Instruction to act as decoy to attract the enemy's attention.

VS BATTLE

In **VS BATTLE** mode, the screen is split allowing battle between two players. Players can select between **NORMAL** and **RANDOM** modes.



VS BATTLE Gameflow

SELECT MODE

Choose the **VS BATTLE** mode. Options below have assumed **NORMAL** mode.

SELECT MAP

Selected by Player 1. The location is above sea. Choose between noon and evening.

The following options from SELECT FIGHTER to SELECT WINGMAN are made by Player 1 first and Player 2 second.

SELECT FIGHTER

Choose the aircraft you will pilot. A weaponless fighter may also be selected.

SELECT WEAPONS

Install a weapons array. Weapons available will vary depending on the fighter.

SELECT WINGMAN

Select the wingman that will be accompanying you. Available wingmen will increase as the game progresses.

SELECT POSITION

Player 1 selects the starting position of both players in relation to one other.

SELECT TIME LIMIT

Player 1 selects the time limit from 3 minutes to unlimited.

FLIGHT

Compete in accordance with selections.

REPLAY

Watch a replay of the flight. See p.25 for playback controls.

FLIGHT LOG

See the number of wins for each player.

Breakdown of Modes

NORMAL

Allows the location, aircraft and other settings to be made before commencing.

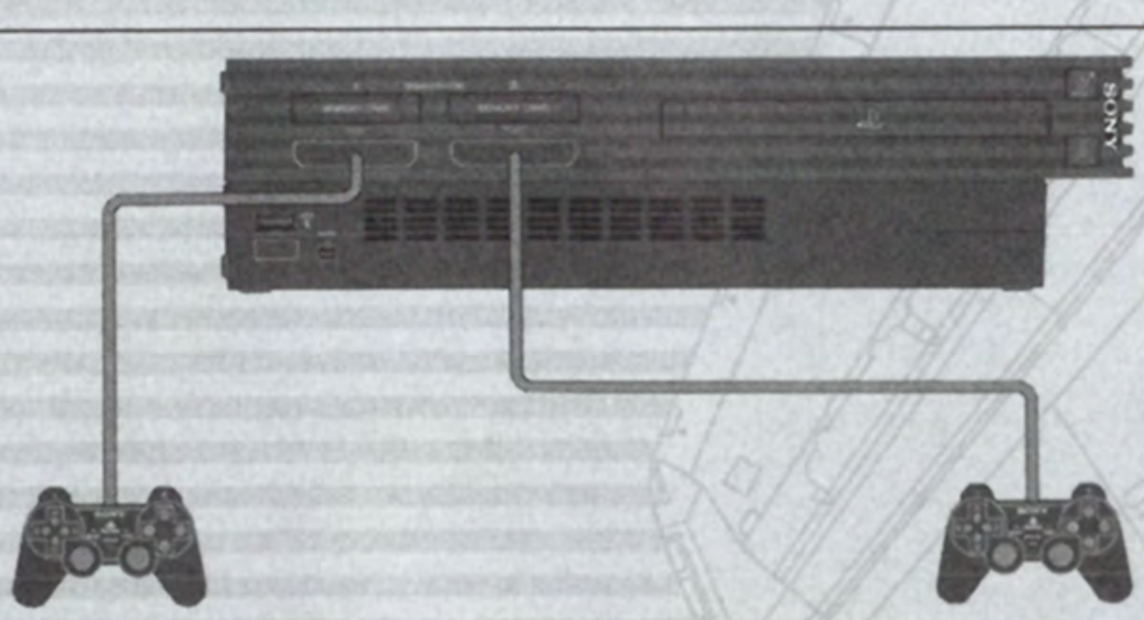
RANDOM

All selections are made at random. This mode is ideal if you wish to begin quickly.

Ending VS BATTLE

When the battle is won, or the time reaches its limit, the game will end. Selecting **YES** to **Retry** will start a new game with the same selections.

VS BATTLE can only be selected when a second DUALSHOCK®2 analog controller has been connected.



SUB MENU

In the Sub Menu you can change various game settings, watch replays, and manage game files. The following items can be selected from the Sub Menu.

ALERT HANGAR

The alert hangar houses aircraft that can emergency launch on standby in response to an invasion of airspace. This option becomes available as you progress through the game. When a scramble is called, there is no time to select weapons installations, so be sure to arm the fighters in advance to respond to any breach of airspace.

FIGHTER SELECT

Select a fighter with good braking, or one that you are familiar and comfortable with. Bear in mind that installed weaponry will affect flight performance. Try to make a selection suitable for any given emergency.

SCORE

Check the high scores from previous scramble missions.

REPLAY ROOM

Shows a replay of the most recent flight. Controls during playback are outlined on p.25. Any changes made to viewing angle or background music are automatically stored.

❁ If no flights have been made or replay details cannot be found, this option will not be available.

LOAD REPLAY DATA

Read replay data from a memory card (8MB) (for PlayStation®2).

SAVE REPLAY DATA

Store replay data on a memory card (8MB) (for PlayStation®2). Replay data requires a minimum of 75KB.

TRAINING VIDEO

Replay the model flights from **TRAINING** (see p.23). Select Category and Step with the directional buttons and the ⊗ button to select. Available videos will increase as the game progresses.

DATABANK

In the Databank you can check player details, select a personal emblem to apply to your aircraft, see a glossary of terms and details of available aircraft.

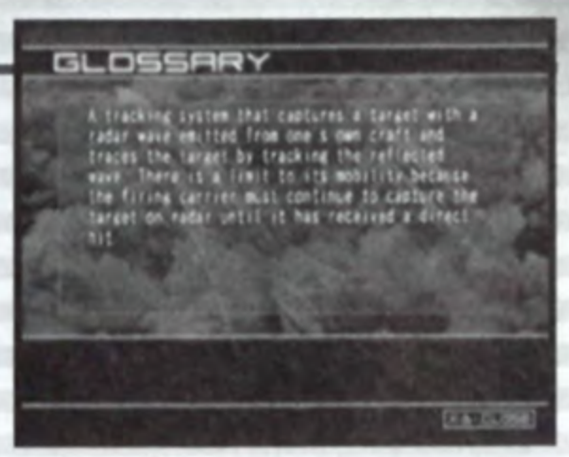
PERSONAL DATA

Use this option to view your total score, total time and kill ratio. Press the ⊗ button to switch between **TOTAL DATA** and **FIGHTER DATA**.

SELECT EMBLEM

Select an emblem to put on your aircraft. As the game progresses, more emblems will become available.

GLOSSARY



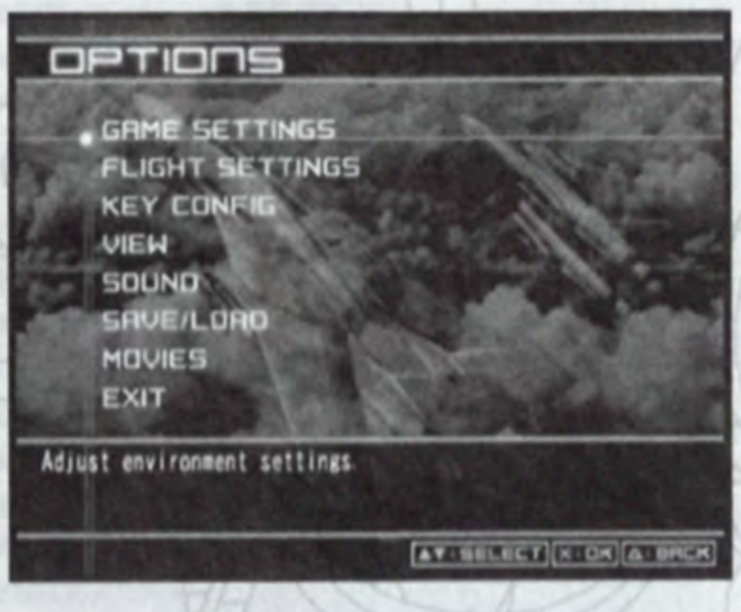
See an explanation of the terms and acronyms that appear in this game. Use the directional buttons ⬆ ⬇ and the ⊗ button to select.

AIRCRAFT DETAILS

See an overview and technical details of the aircraft available. Use the directional buttons and the ⊗ button to select. Pressing the ● button while in the **AIRCRAFT DETAILS** screen will display the aircraft only. In this view, use the left analog stick to change the camera angle and the L1 and R1 buttons to zoom.

OPTIONS

In **OPTIONS** you can change settings for play environment, controllers, display, sound and others, as well as manage system data.



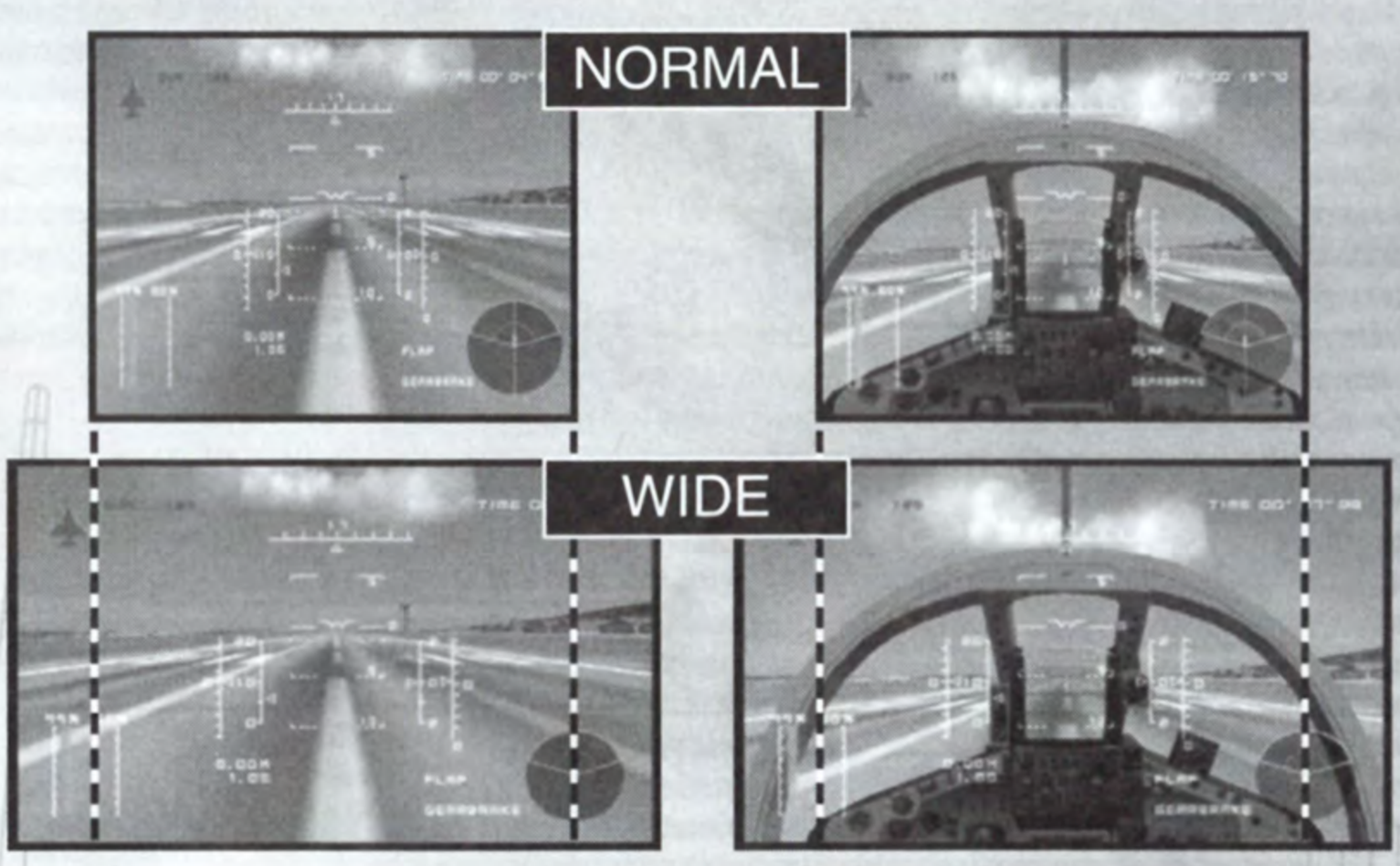
GAME SETTINGS

Make changes to the gameplay environment. Use the directional buttons ⬆ ⬇ to select and ⬅ ➡ to make changes.

DEFCON	Set the alert frequency. The smaller the number, the more frequent the alerts.
SCRAMBLE LIMIT	Set the scramble alert time limit.
VIBRATION	Switch the vibration function **ON/OFF**.
SCREEN	Set the aspect ratio display to **NORMAL** (4:3) for standard televisions or **WIDE** (16:9) for wide-screen televisions.
SUBTITLES	Switch subtitles during flight **ON/OFF**.
FILTER	Switch the filter to reduce flickering on screen **ON/OFF**.

SCREEN: WIDE

Selecting **WIDE** while connected to a widescreen television set allows a much greater range of vision. This is especially useful when seeking targets.



- With the exception of the radar, velocity vector and gun sights etc., the aspect ratio of the HUD and menus will be stretched horizontally when set to **WIDE**.

FLIGHT SETTINGS

Change settings relating to aircraft control. Basic settings are made at the beginning of a game by selecting **STANDARD/ADVANCED**.

FLIGHT SETTINGS
FLIGHT MODE (FIXED W) STANDARD
FLIGHT MODE (ROTARY W) STANDARD
BLACK OUT/RED OUT OFF
AUTO LANDING GEAR BRAKE ON
AUTO RUDDER ON
WEAPON SELECTION AUTO
TARGET SELECTION AUTO
EXIT
Set flight characteristics of fixed wing craft
Standard flight mode that emphasizes piloting
Allows flight without stalls or G force effects

FLIGHT MODE (FIXED W)	Set flight characteristics of fixed wing craft. **STANDARD** flight mode emphasizes piloting allowing flight without stalls or G force effects. **PRO** enables players to maximize engine functions.
FLIGHT MODE (ROTARY W)	Set flight characteristics of rotary wing craft. to **STANDARD** or **PRO**.
BLACK OUT/ RED OUT	When set to **OFF**, black outs/red outs do not occur even when experiencing extreme Gs.
AUTO LANDING GEAR BRAKE	**ON** sets landing gear brakes to automatic when engines are at minimum output during touchdown.
AUTO RUDDER	**ON** automatically cancels out effects of propeller torque when flying a Reciprocal craft.
WEAPON SELECTION	Set weapon selection to **AUTO** or **MANUAL**.
TARGET SELECTION	Set target selection to **AUTO** or **MANUAL**.

KEY CONFIG

Use this to configure the controller settings. Sensitivity of the control stick (left analog stick) and the functions assigned to each button can be changed. Find the settings that suit your gameplay best.

CONTROL TYPE	In **STANDARD**, moving the left analog stick down raises the nose. In **REVERSE**, moving the left analog stick down lowers the nose.
RESPONSE	Set the control stick to **STIFF/STANDARD/ SENSITIVE**. In **SENSITIVE** the stick will feel the most responsive.
CUSTOMIZE CONTROLS	Switch the DUALSHOCK®2 analog controller to left handed mode, or configure each button separately.
CALIBRATE	Calibrate a joystick.

CUSTOMIZE CONTROLS

BUTTON TYPE	Set the control stick to **TYPE A** for standard operation or **TYPE B** for right-handed operation.
CUSTOMIZE ALL	Configure each key individually.

CALIBRATE

When using a joystick, you can calibrate the sensitivity and play of the control stick. If **SENSITIVITY** is set to **HIGH**, small stick movements will have a greater effect on the aircraft. If **PLAY** is set to **HIGH**, then a greater movement of the stick is required before the aircraft responds. These settings are made individually for the stick, rudder and throttle. Please note that this game does not support controllers other than the DUALSHOCK®2 analog controller. Use of any other peripheral is neither condoned nor recommended.

VIEW

In View, you can make changes to perspectives and cockpit views during flight. The HUD can be set to **STANDARD/SIMPLE/OFF**.

CUSTOMIZE VIEW	Set the default cockpit view.
COCKPIT HUD	Set the HUD type during Cockpit View to **STANDARD/ SIMPLE/OFF.**
OUTSIDE HUD	Set the HUD type during Outside View to **STANDARD/ SIMPLE/OFF.**
COCKPIT	**ON** displays the interior of the cockpit.
RADAR	**ON** displays the radar.
TARGET ARROW	**ON** displays the guiding arrow for targets outside the main view.

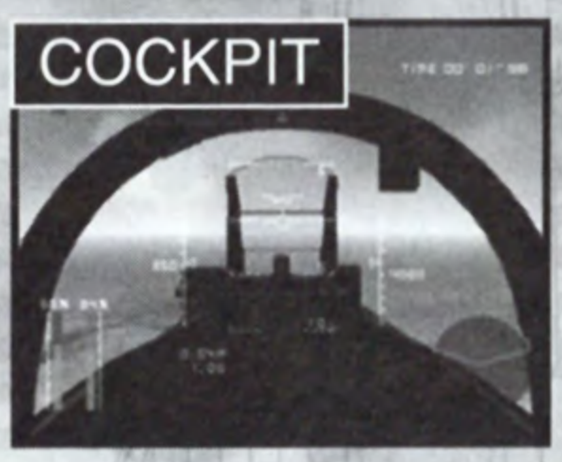
CUSTOMIZE VIEW

This item allows you to change the view from the aircraft. Select and press the ⊗ button to set the default view for subsequent flights.

COCKPIT	View from the cockpit.
BEHIND	View showing rear of craft.
FRONT	View from further to the rear.

CUSTOM 1 to 9 can be set using the directional buttons ← →. In **ADVANCED** mode, 1 to 3 are already set as follows.

LEFT	View on the left side of the craft.
BACK	View on the rear of the craft.
RIGHT	View on the right side of the craft.



- More than 30 different views can be selected.
- Pressing SELECT button during flight will rotate the views available.

SOUND

Adjust the settings of background music, volume, and sound effects during gameplay.

SUB MENU

AUDIO SETTINGS	Switch between **STEREO** and **MONO**.
BGM VOLUME	Adjust the volume of the background music.
SOUND FX VOLUME	Adjust the volume of the sound effects.
DIALOG VOLUME	Adjust the volume of the Dialog.
LISTEN TO BGM	Listen to the background music from the game.

SAVE/LOAD

Manage data files. System data requires a minimum of 81KB.

MOVIES

View the opening movie. As the game progresses, more movies will become available. Press START button to finish playback.

F.A.Q.

Q1 Is it possible to evade missiles?

A1 Yes. The way to evade them will vary depending on the missile type.

a) In the case of air-to-air short-range missiles (SRM), it is the target's exhaust heat that they home in on. To evade this kind of missile you will need to use a flare. A flare is a heat source released from the aircraft that burns at a high temperature and distracts the heat sensors in the missile. Performing a Barrel Roll maneuver immediately following release is very effective. If there is a heat source greater than the flare nearby, the effect of distraction will be lost, so use of afterburners should be avoided.

b) Medium Range Missiles (MRM) are guided by semi-active radars. Using wave emissions, they are able to track the location of aircraft, so evasion is best performed with chaff. Chaff are small particles of material such as aluminum foil that reflect radar waves and distract the targeting system. Many missiles once launched however cannot be successfully evaded, so aim to keep out of enemies' flight paths and prevent the missiles from locking on.

❁ In this game, flares and chaff are automatically selected and released to counter incoming missiles. Try to time the release with an evasive maneuver.

Q2 My missile didn't hit the enemy. Why?

A2 The most likely reasons are:

a) The steering circle of missiles is limited, so depending on the angle they're launched from they may overshoot the target. By positioning the aircraft so the steering dot is inside the steering circle, you can greatly improve the chances of a successful hit.

b) Missiles only have a few seconds of thrust after which they coast towards the target. If the target is too far, it may be out of the missile range.

Q3 Why can't I select weapons during flight?

A3 From **OPTIONS:FLIGHT SETTINGS** (see p.37) set **WEAPON SELECTION** to **MANUAL**. You can then switch weapons using the L2 button.

Q4 The AV-8B is very difficult to control. How do I fly it?

A4 First, practice the VTOL stage of TRAINING. When turning, make careful adjustments to keep the craft level. When maneuvering at high altitudes, try not to lose height. If too many weapons are installed, it may not be possible to take off vertically. In this case it is advisable that you change the weapons installation. The aircraft can be made much easier to land by setting **COCKPIT** to **OFF** in the **OPTIONS:VIEW** menu (see p.38).

Q5 How do you hold the helicopter level when hovering?

A5 When hovering (holding one position and altitude), you will need to pay attention to the following.

a) Airspeed: Make sure this is at zero. As the display only shows forwards and reverse airspeeds, it will continue to show zero if the aircraft is moving sideways, so take care.

b) Lean: Carefully adjust the cyclic to keep the aircraft level using the left

analog stick. In the case of the AH-64D, the rotor shaft is angled slightly forwards, so raise the pitch a little above zero to maintain position. If the pitch is kept level, the aircraft will not move.

- Until you're accustomed to operating the helicopter, set **FLIGHT (ROTARY W)** to **STANDARD** in **OPTIONS:FLIGHT SETTINGS**.

Q6 Why aren't aircraft that have been enabled appearing in aircraft selection?

A6 Depending on the mode and location, aircraft selection may be limited. See the **DATABANK** (p.35) to confirm the aircraft available for use. Always save game data after new aircraft are enabled, or you will not be able to use them after you restart the game.

Q7 I can't hit the balloons even though they're straight ahead of me. What am I doing wrong?

A7 Even when the target is straight ahead, you will not be able to attack if the reticle or container is not being displayed. Pay close attention to the following:

a) When **WEAPON SELECTION** is set to **MANUAL** in **OPTIONS:FLIGHT SETTINGS**, you will have to choose appropriate weapons depending on the location of targets.

b) When more than one target is locked on to, you will need to select the correct one using the ● button. The presently selected target will be displayed inside a larger Container.

c) Weapons cannot be fired unless the target is within firing range.

d) Certain factors such as the flight condition of your own aircraft and the flight angle of the target may prevent weapons from being fired. Try adjusting your altitude, speed, angle and G levels.

Q8 When I lower the throttle, why does the aircraft sometimes start to fly backwards?

A8 Some aircraft such as the C-1, TND and US-1 have a function known as a Thrust Reverser. This is particularly useful for reducing speed prior to landing, and can be used for reverse flight. In this game, thrust reversers are controlled by pressing the ✕ button when engine output is at zero

- When the thrust reverser is in use, the engine output display will flash.

Q9 Why can't I take off after landing on some surfaces?

A9 Taking off from surfaces other than a dedicated runway may not be possible due to the weight of the aircraft causing the wheels to partially sink.

Q10 Why does the helicopter continue to tilt and move by itself while hovering?

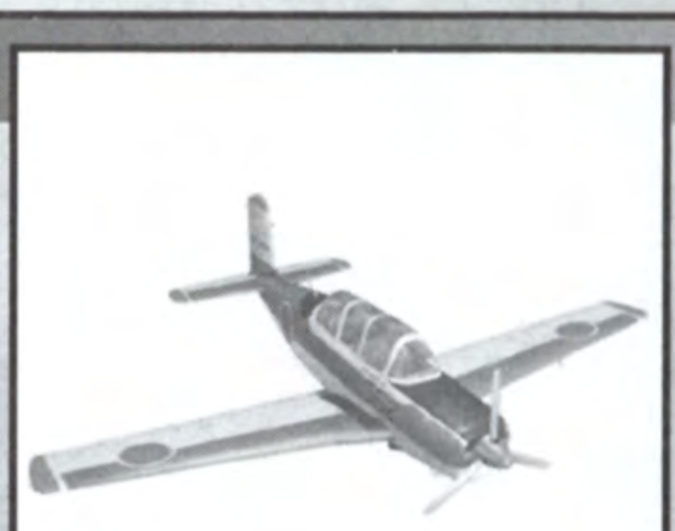
A10 To counter the torque produced by having a single main rotor, the tail rotor produces thrust in the opposite direction. It's because of this rear rotor that the aircraft tends to naturally lean. While hovering, make careful adjustments to the tilt to keep it balanced.

APPENDIX

This is just a small selection of over 60 aircraft available in this game. Aim to become an ace pilot and fly them all!

T-3

Classification	Beginner's reciprocal training craft.
Breadth extreme	10m
Length extreme	8m
Height extreme	3m
Vehicle weight	1121kg
Maximum speed	200 kts
Arms	None
Crew	2



A beginner's reciprocal training craft for the Japan Air Self-Defense Force. Designed to heighten the functions of its predecessor, the T-34, its engine has been fortified, fuel tanks added, and its electronics modernized. This is the starting point for those training to be pilots in the JASDF.

F-14B

Classification	Twin-engine jet fighter.
Breadth extreme	19.54m (Sweepback 20 degrees)
Length extreme	19.10m
Height extreme	4.88m
Vehicle weight	18951kg
Maximum speed	Mach 2.39
Arms	M61A1 20mm Vulcan x 1
Crew	2

The main carrier fighter of the US Navy. Its primary mission is armada air defense. Its combination of fortified fire control radar and long-range air-to-air missiles provide long-range multi-functional attack capabilities. Its computer-controlled retractable swing-wings provide superior combat functionality. The B class engine has been replaced for improved output and was formerly called the A Plus class.

T-4

Classification	Intermediate jet-training craft.
Breadth extreme	9.9m
Length extreme	13.00m
Height extreme	4.60m
Vehicle weight	3920kg
Maximum speed	Mach 0.9
Arms	None
Crew	2

An intermediate training craft developed in Japan. Ease of piloting and balance come from superior flight design. The engine was also developed in Japan and attention was given to quiet operation as it was envisioned to operate from urban air force bases. It is used in JASDF basic training, as a pilot training craft, and also currently used by aerobatic troupe “Blue Impulse”.

T-2

Classification	Supersonic jet training craft.
Breadth extreme	7.88m
Length extreme	17.85m
Height extreme	4.45m
Vehicle weight	6622kg
Maximum speed	Mach 1.6
Arms	M61A1 20mm Vulcan x 1
Crew	2

The first advanced supersonic jet training craft developed in Japan. It can fire machine-guns and missiles, as it is used in for training by JASDF. It has adopted main wings with large sweepback with an emphasis on supersonic flight and is not well suited to low-altitude, low speed flight. It was the prototype for the support F-1 fighter.

AV-8B

Classification	Single-engine jet V/STOL attacker.
Breadth extreme	9.25m
Length extreme	14.55m
Height extreme	3.55m
Vehicle weight	6470kg
Maximum speed	Mach 0.98
Arms	GAU-12 25mm machine-gun x 1
Crew	1

A V/STOL attack aircraft based prototype developed and realized in Great Britain. It has vertical and short-distance take-off and landing by changing the exhaust direction of its jet engines, a structure that has enabled an aerial maneuver called VIFF. The B class was refurbished in order to overcome the small payload and short aerial distance, now both have high functionality.

East Island

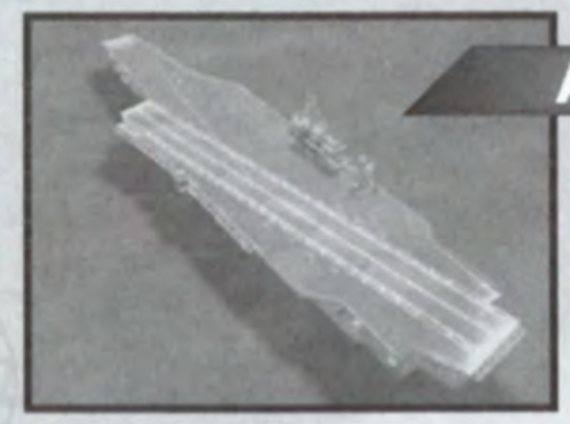
An air base island to the east.

Lake

Mountain air base on the lake.

City

A European city where historical buildings remain. Known as the "foggy capital".



A/CFT CR-CV

An aircraft carrier on the ocean.

F-16 Fighting Falcon and F-104 Starfighter are Trademarks of Lockheed Martin Corporation used under license to Sega Corporation.

THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the PlayStation 2 Game Disc shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective PlayStation 2 Game Disc or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Game Disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- **web site . . . . . http://www.sega.com**
- **e-mail . . . . . support@sega.com**
- **telephone 1-716-650-6702**

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. SEGA and AERO ELITE: COMBAT ACADEMY are registered trademarks or trademarks of SEGA CORPORATION or its affiliate. Original Game ©SEGA-AM2. ©SEGA-AM2/SEGA, 2002, 2003. F-16 Fighting Falcon and F-104 Starfighter are Trademarks of Lockheed Martin Corporation used under license to Sega Corporation. All Rights Reserved. This game licensed for use with the PlayStation 2 console only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94103. All Rights Reserved. www.sega.com. Programmed in Japan. Made and printed in the USA.

Duel to the depth.

SEGA BassFishing Duel™

SEGA®

WOW ENTERTAINMENT™

SEGA of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94103

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Sega Bass Fishing are either registered trademarks or trademarks of SEGA CORPORATION. © WOW ENTERTAINMENT INC./SEGA CORPORATION, 2001, 2002. www.sega.com. All rights reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING.

EVERYONE

CONTENT RATED BY ESRB